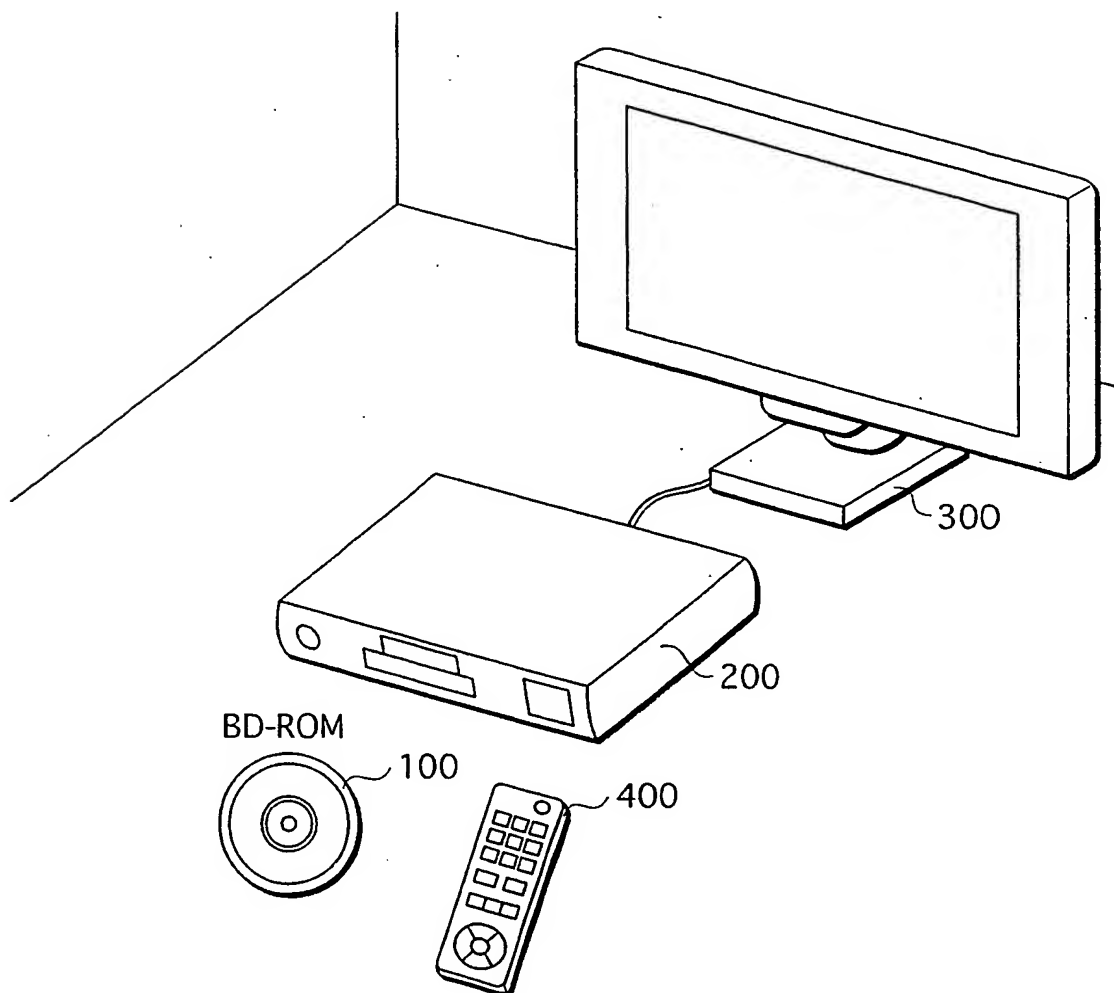


FIG. 1



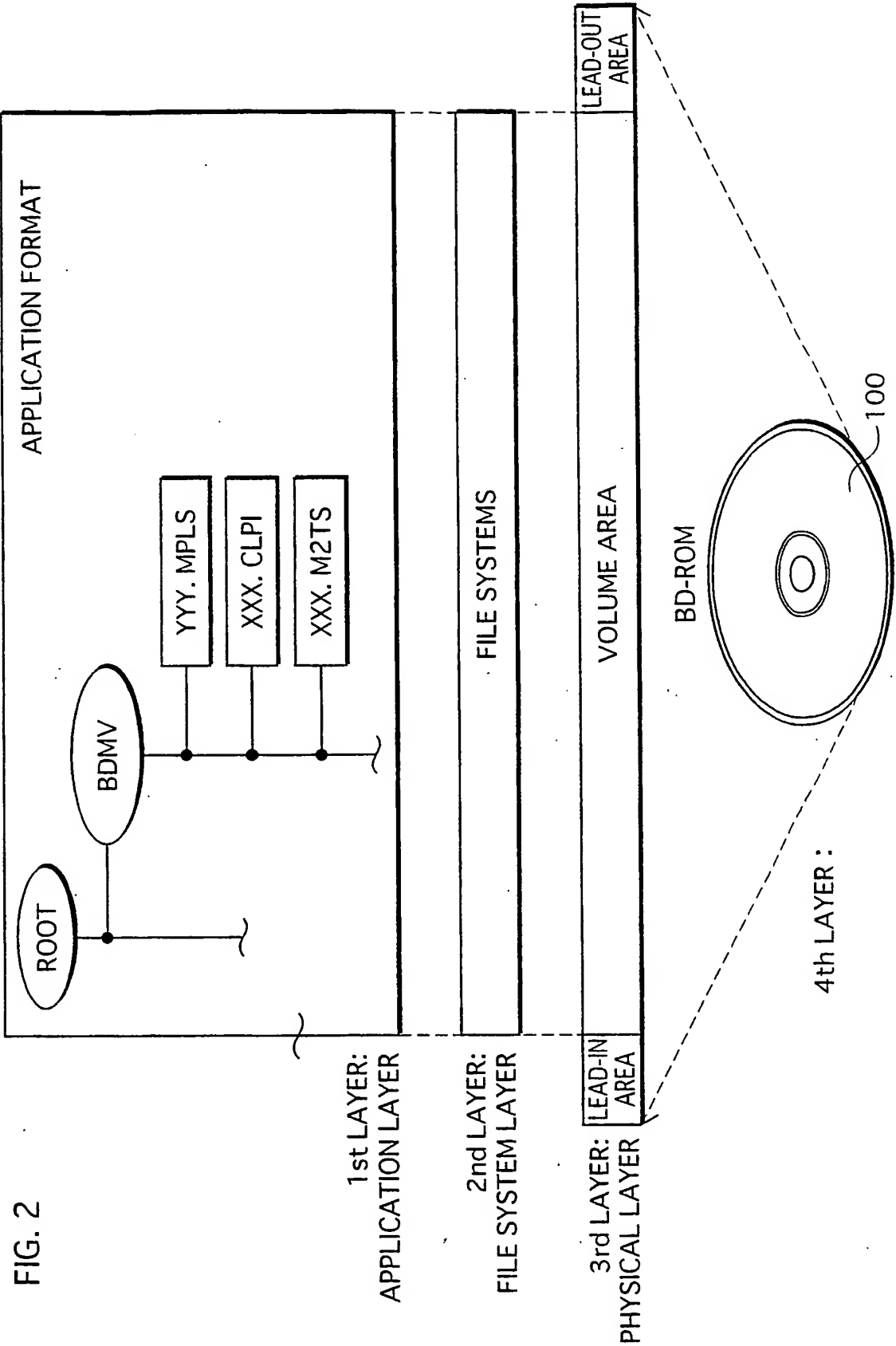


FIG. 3

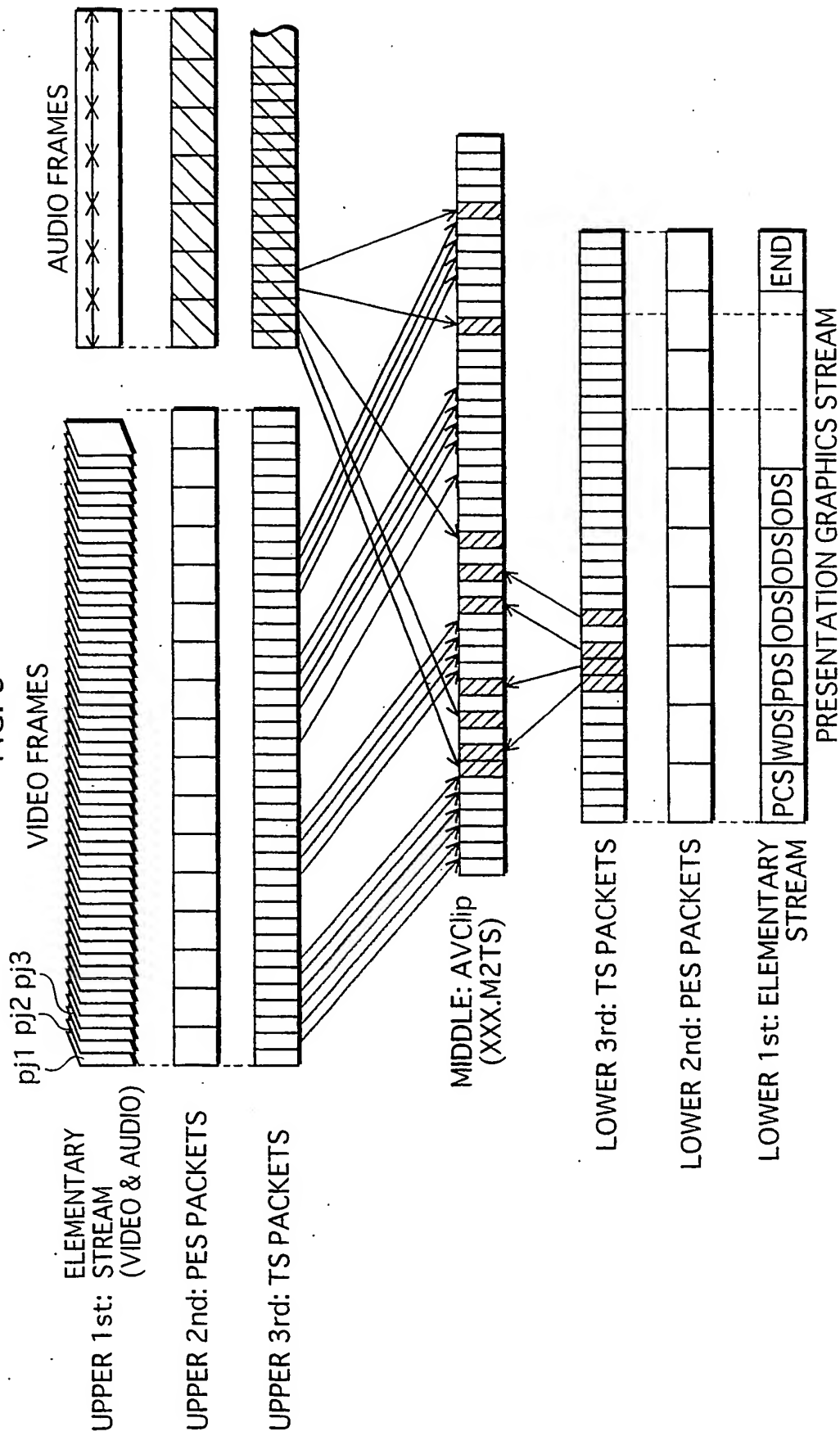


FIG. 4A

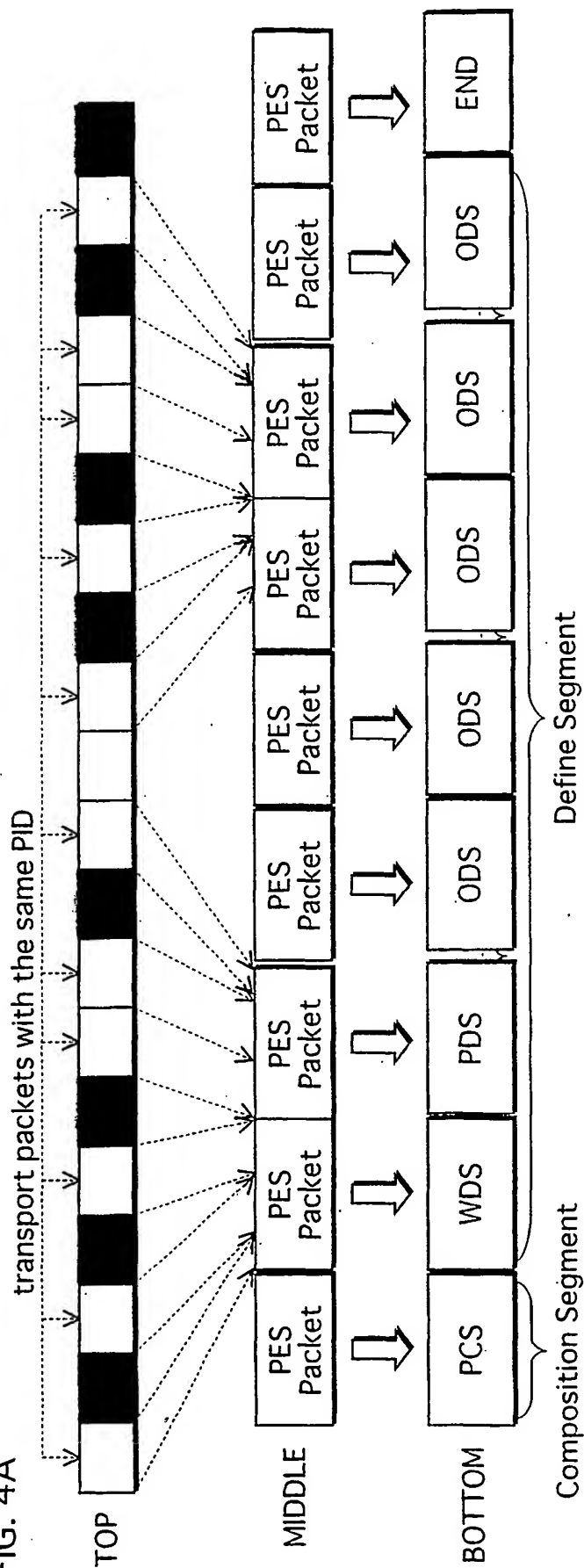


FIG. 4B

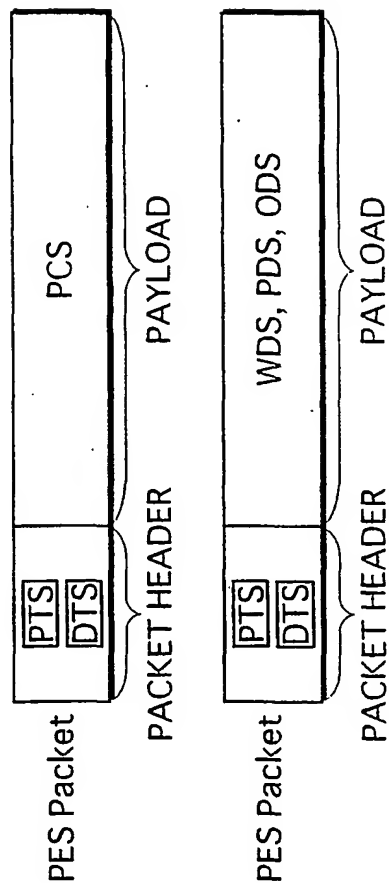


FIG. 5

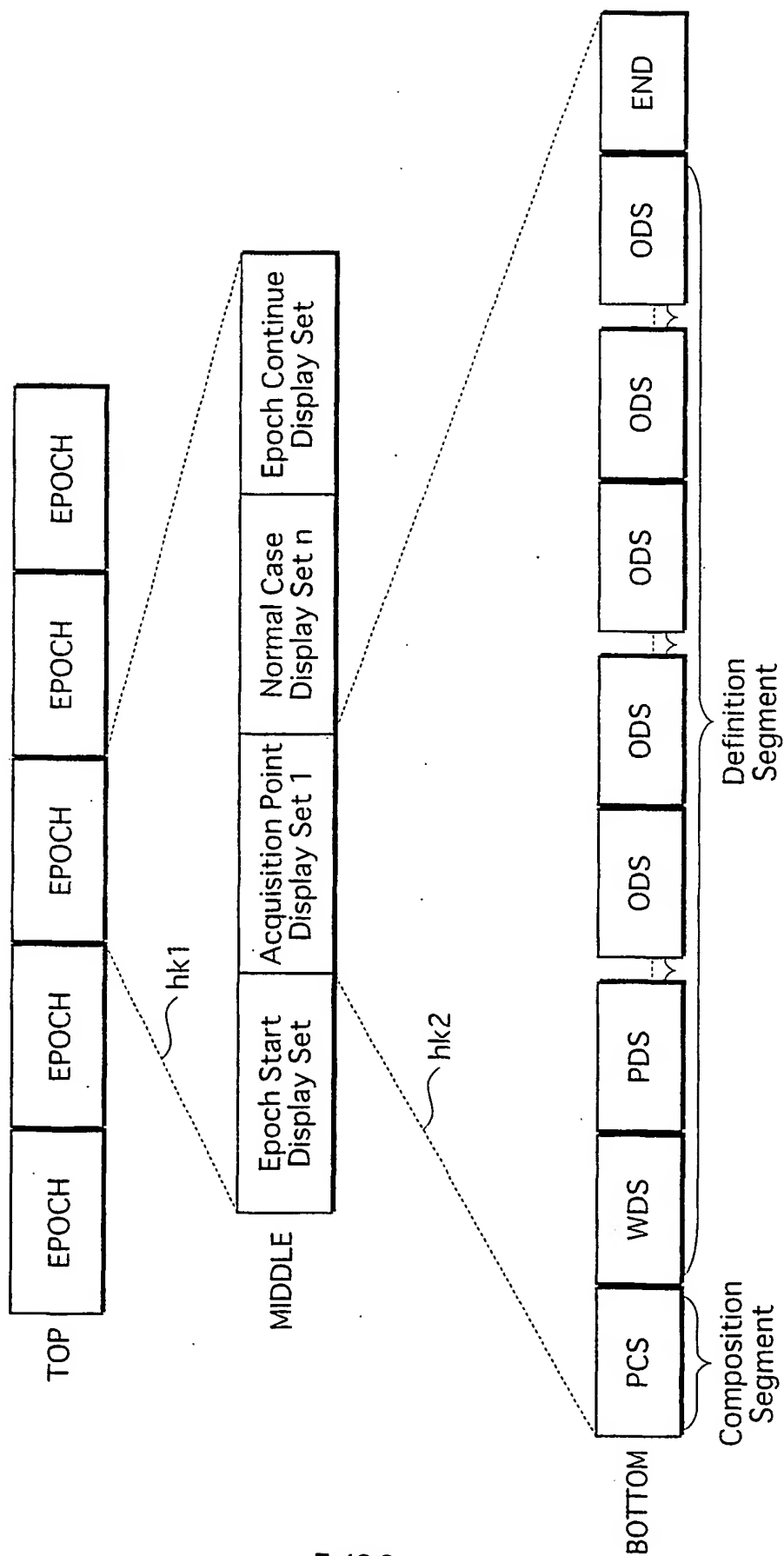


FIG. 6

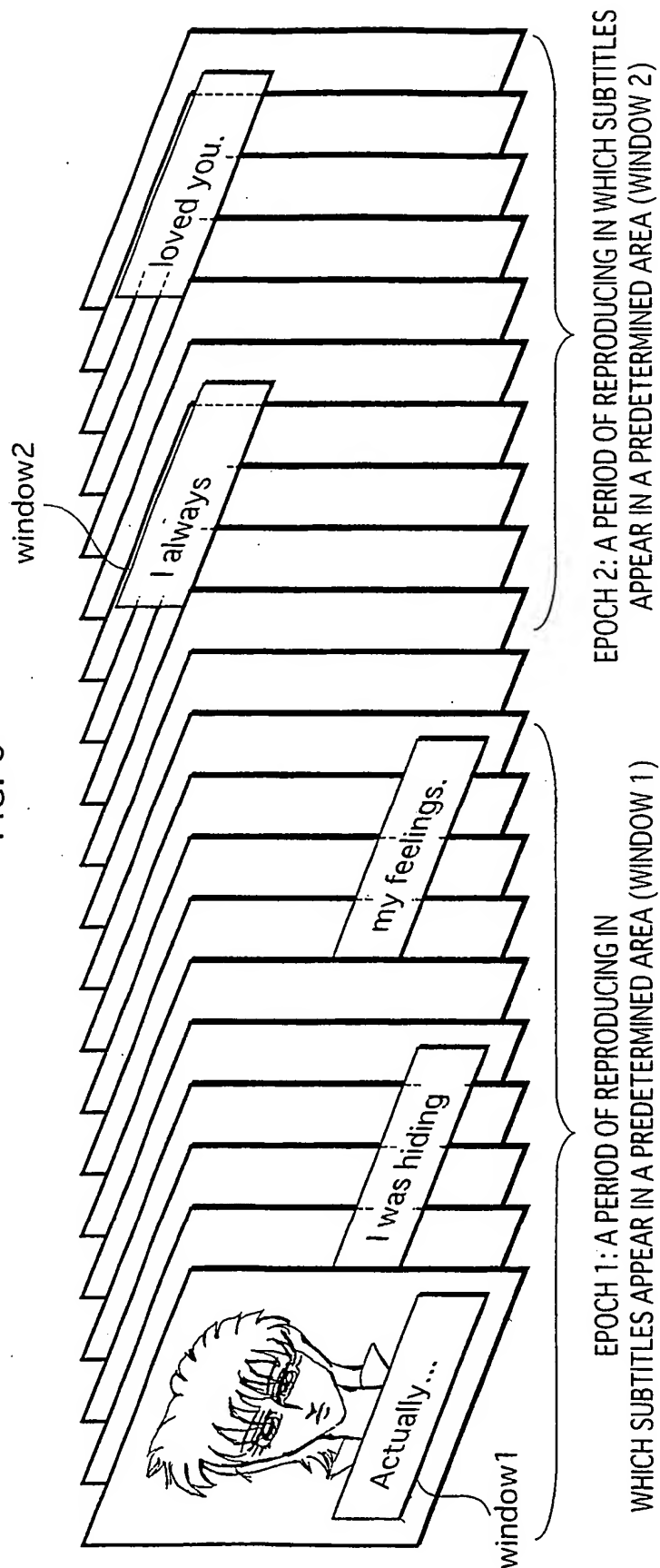


FIG. 7A

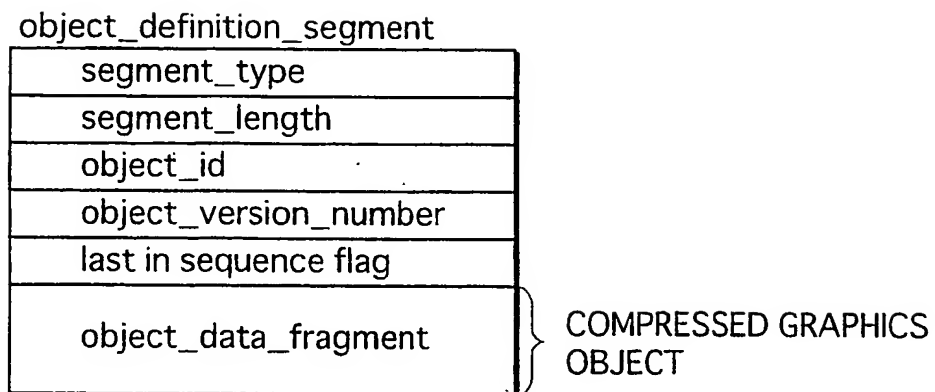


FIG. 7B

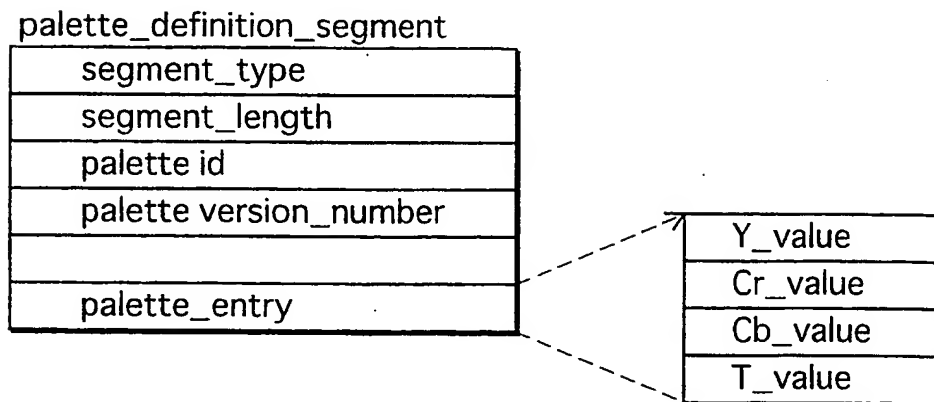
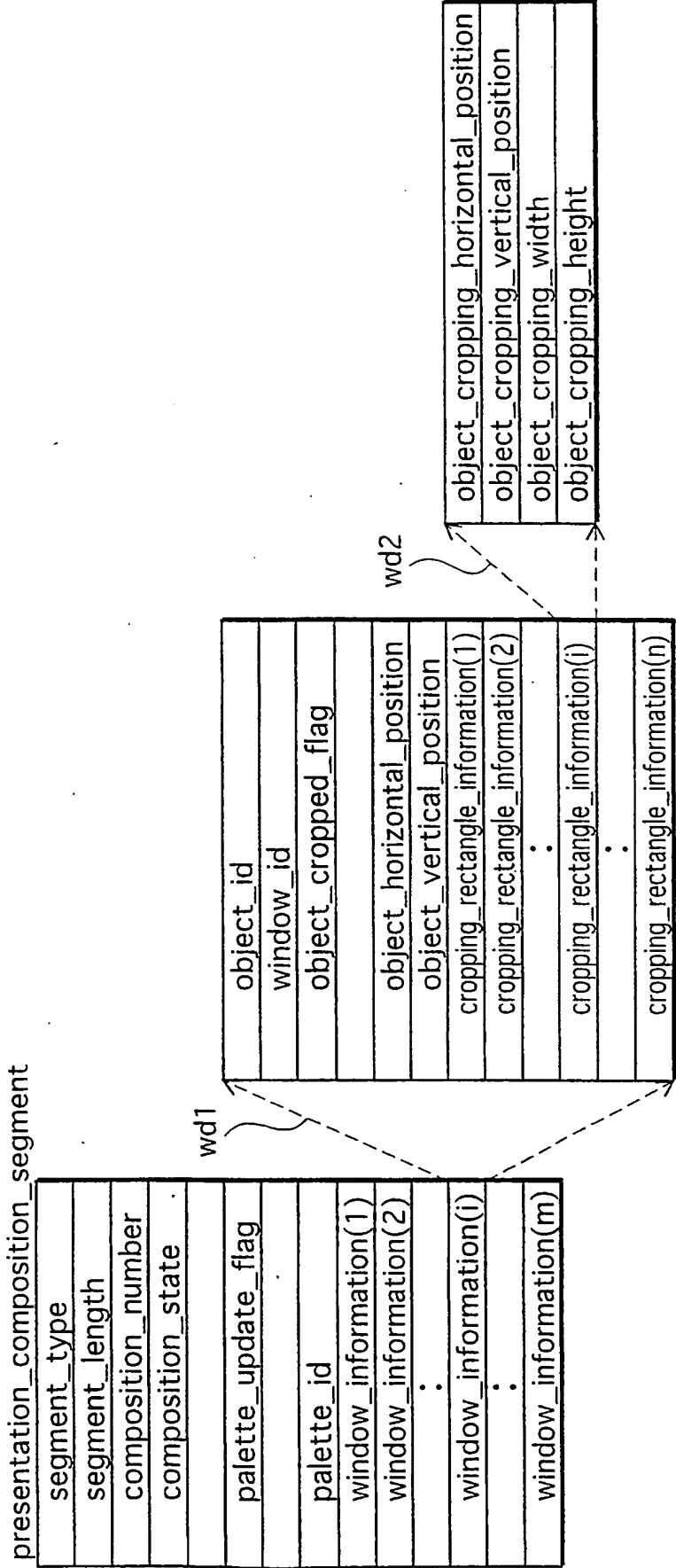


FIG. 8A

window_definition_segment				
window_id				
window_horizontal_position				
window_vertical_position				
window_width				
window_height				

FIG. 8B





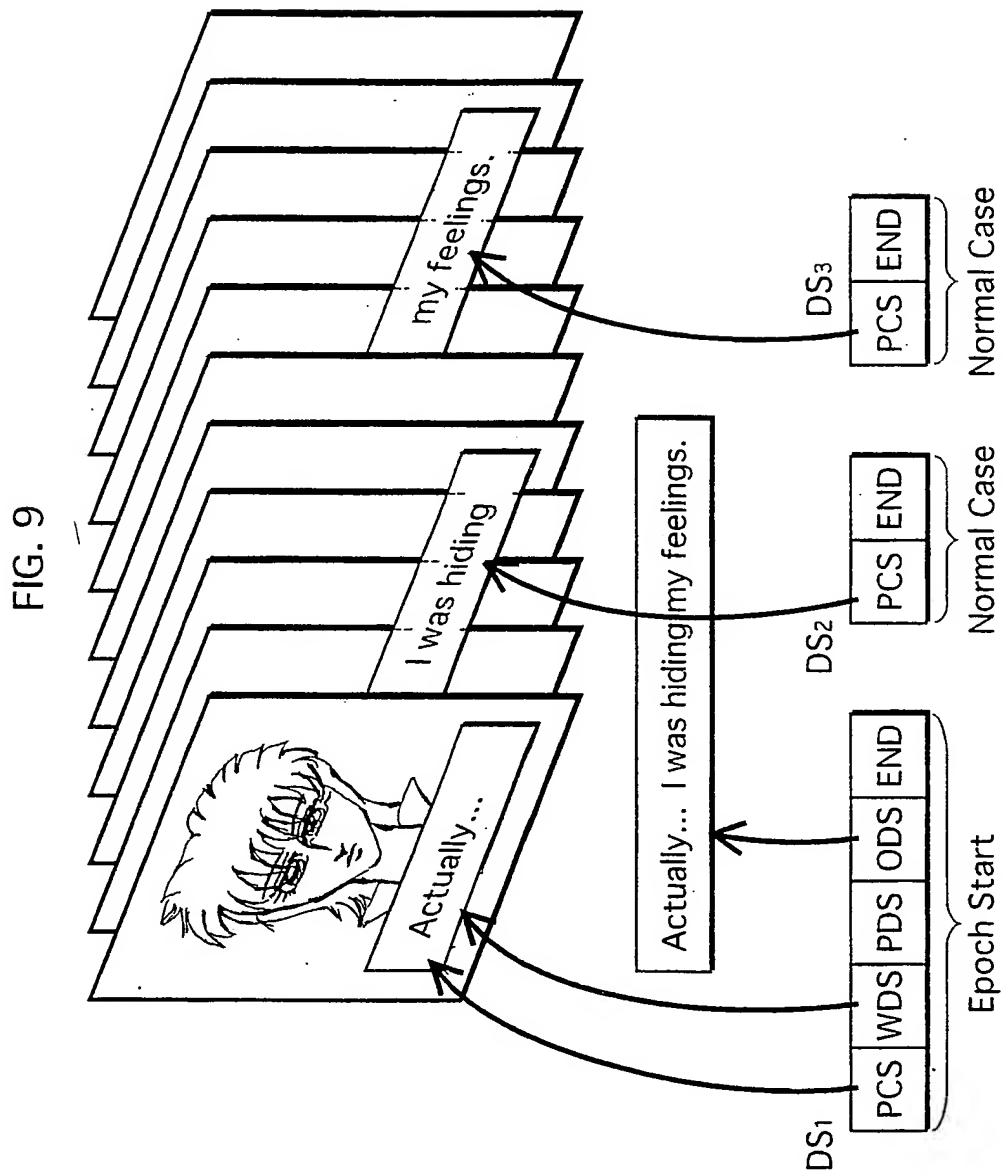


FIG. 10

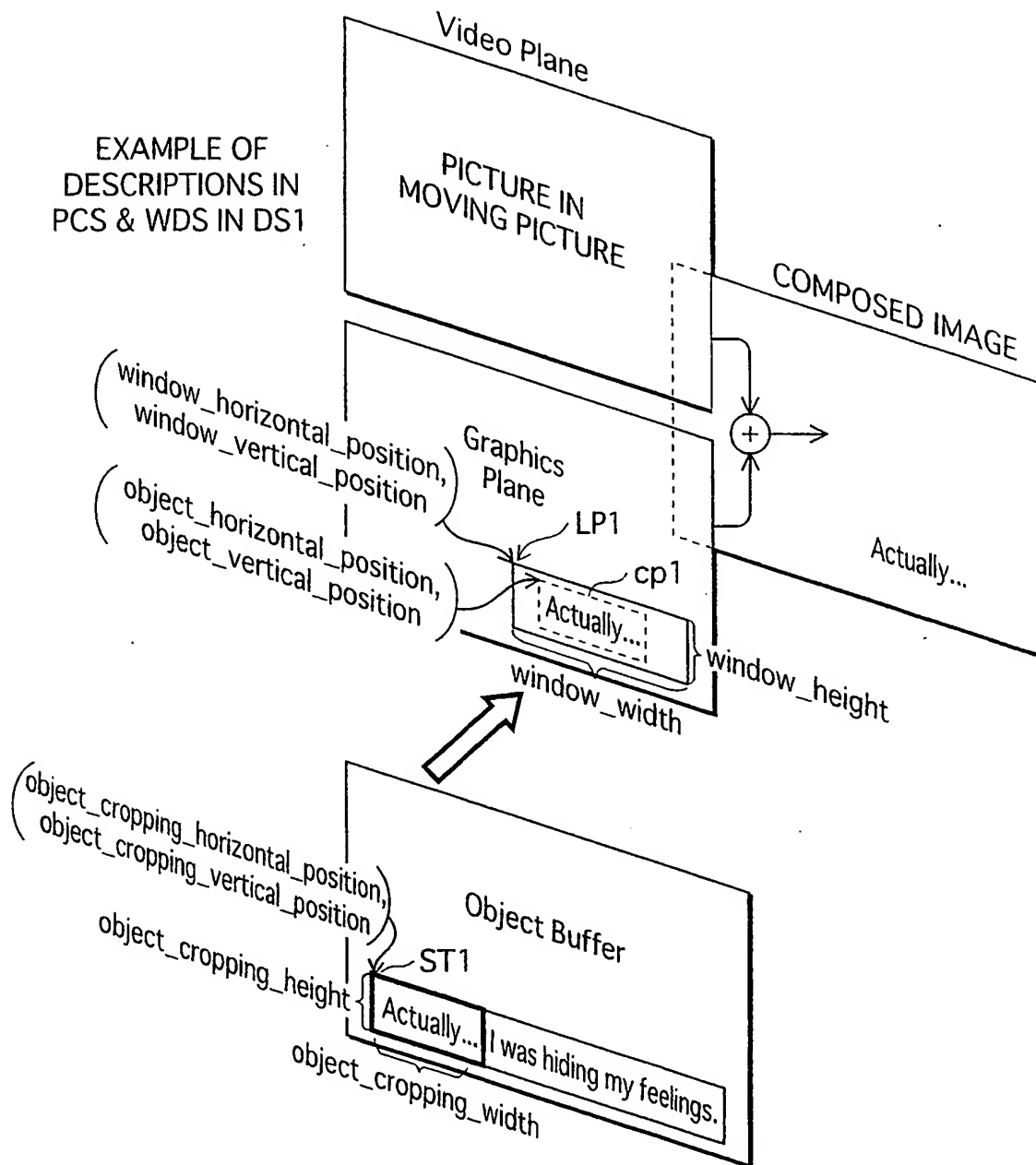


FIG. 11

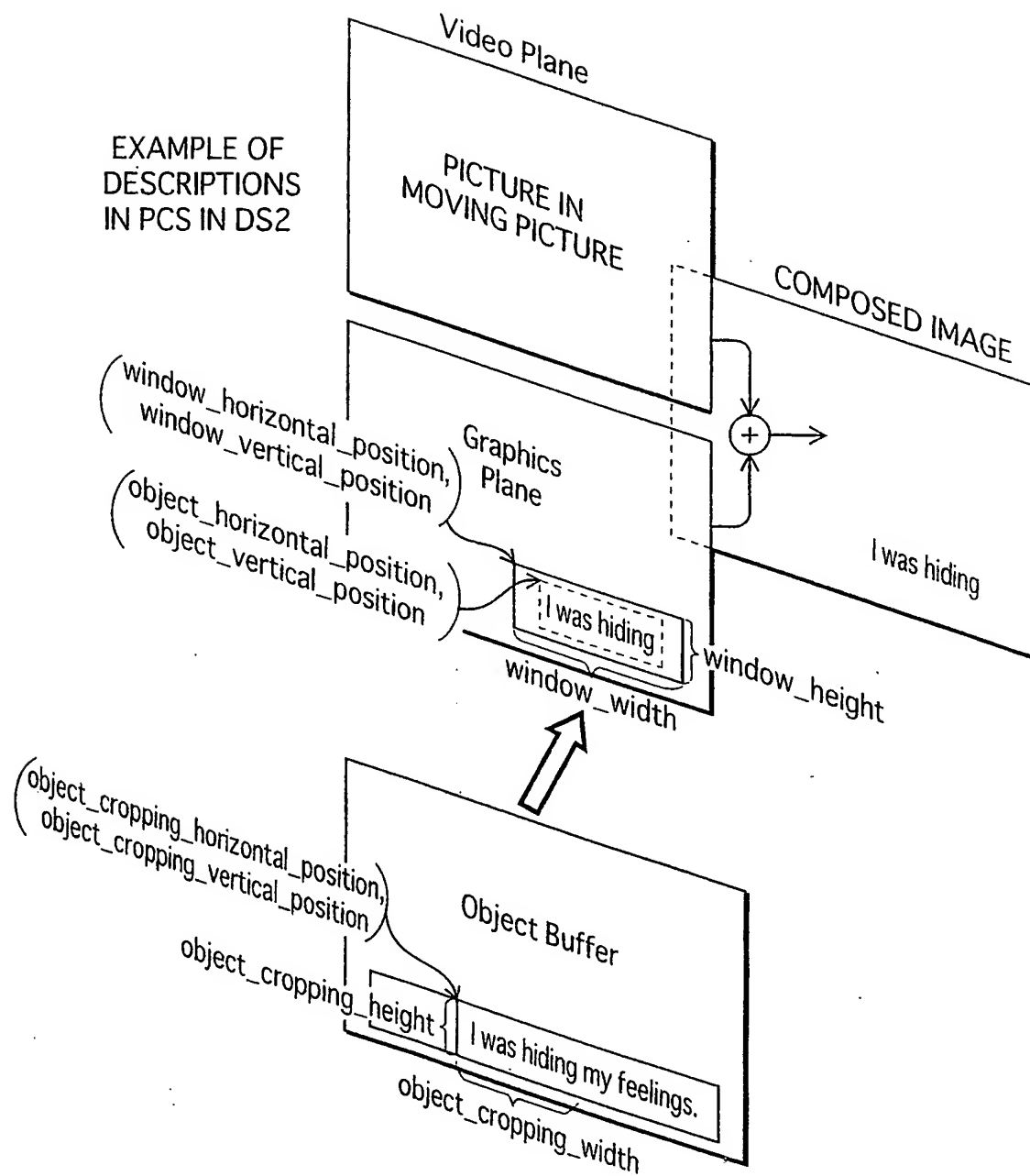


FIG. 12

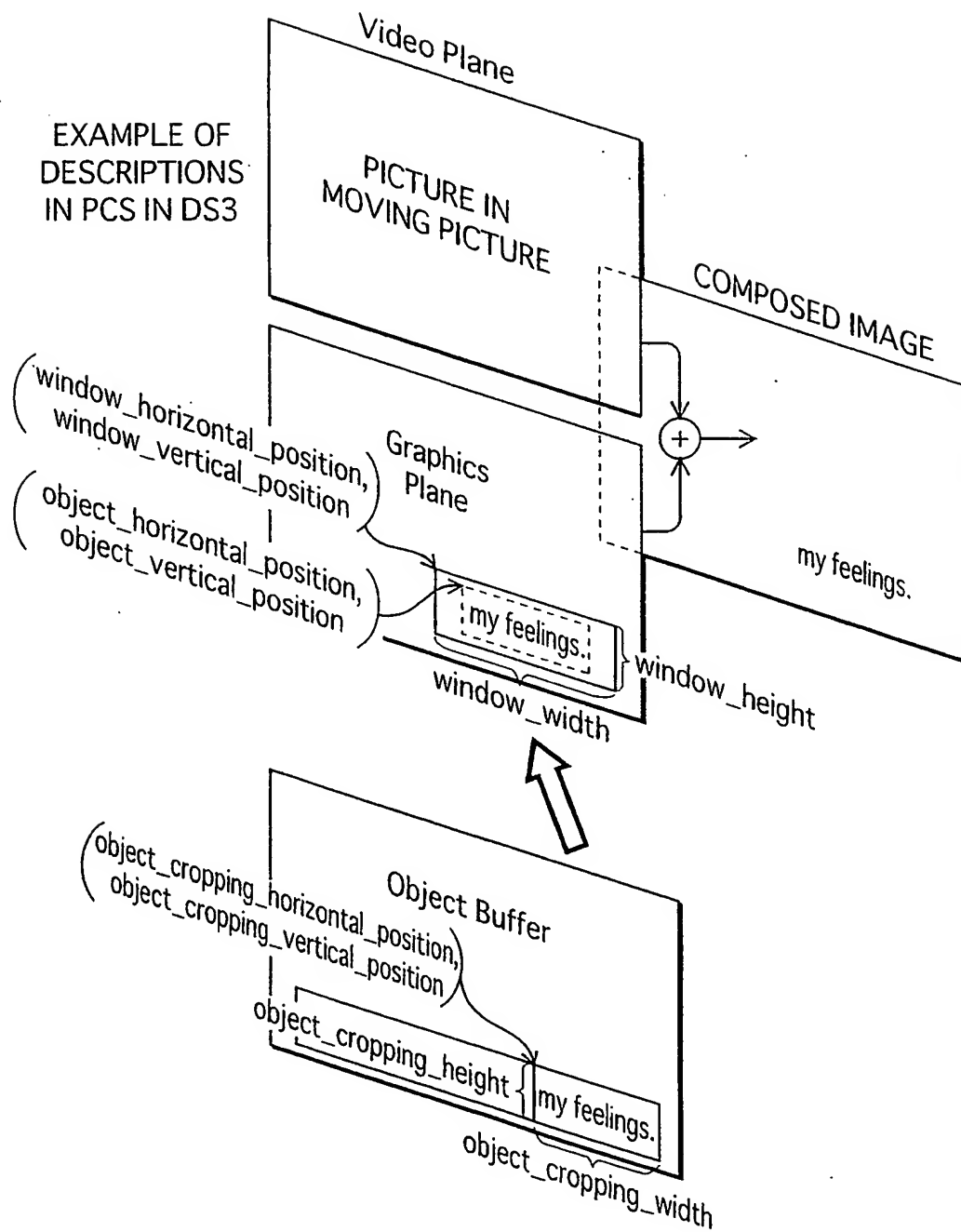


FIG. 13

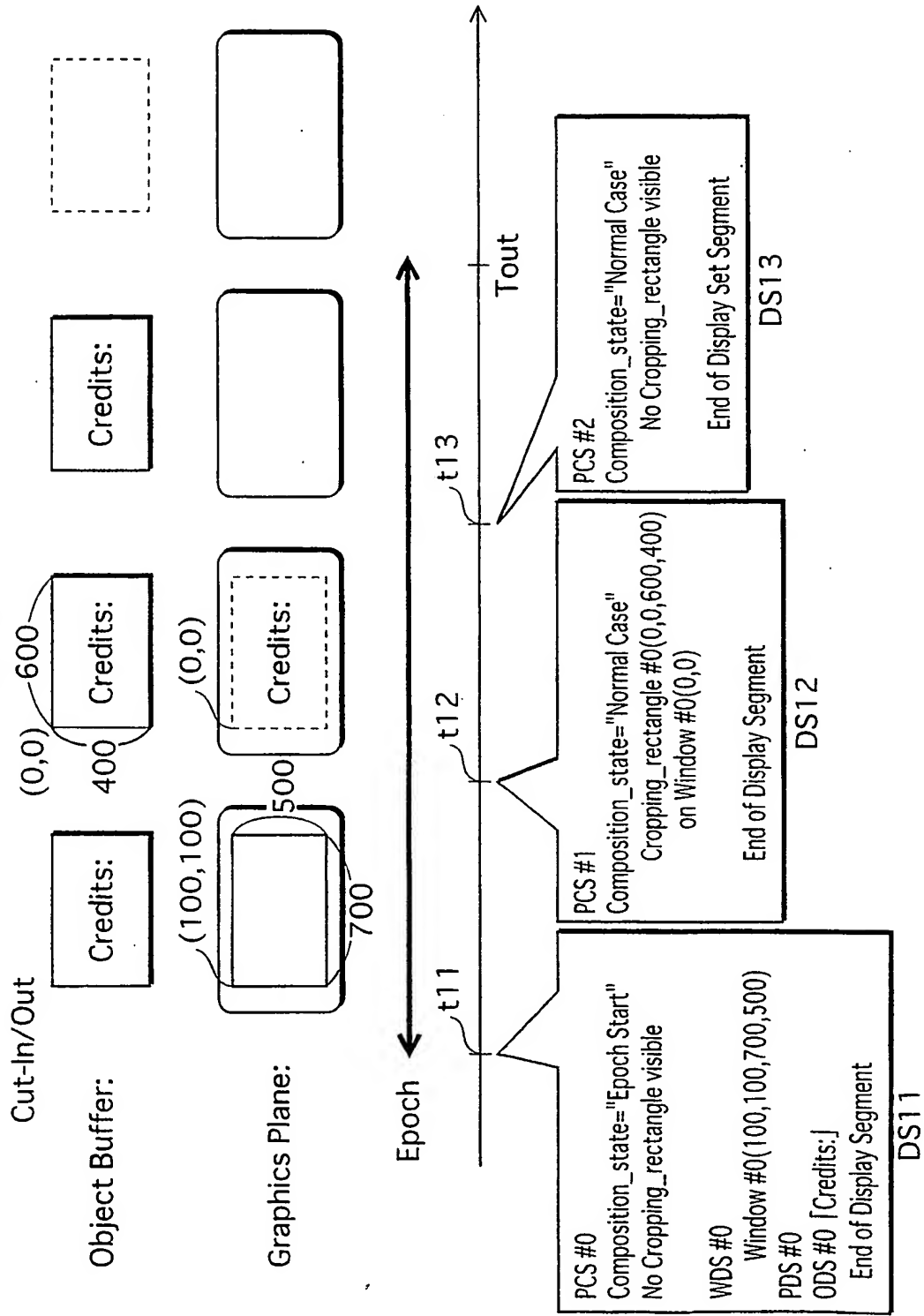


FIG. 14

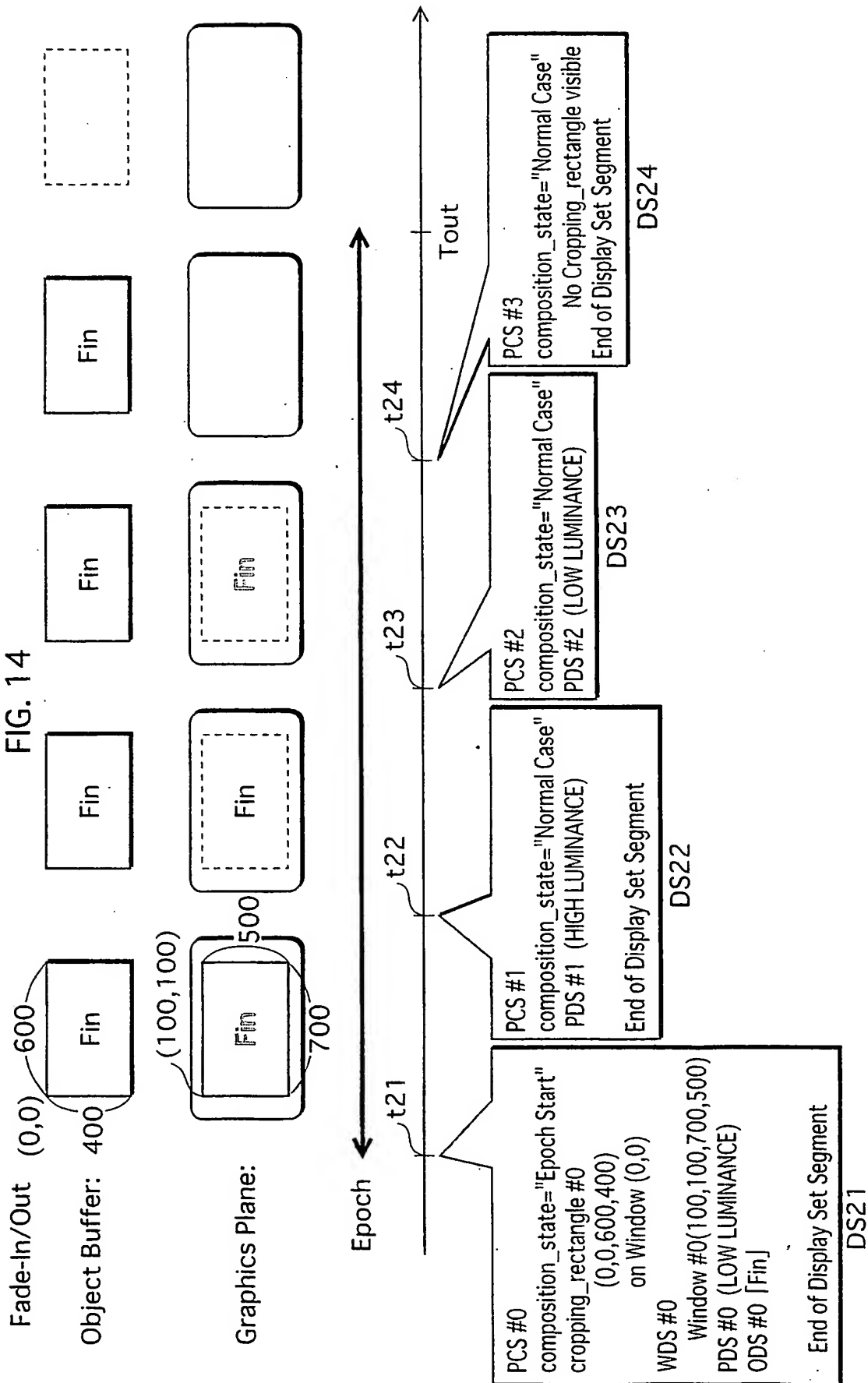


FIG. 15

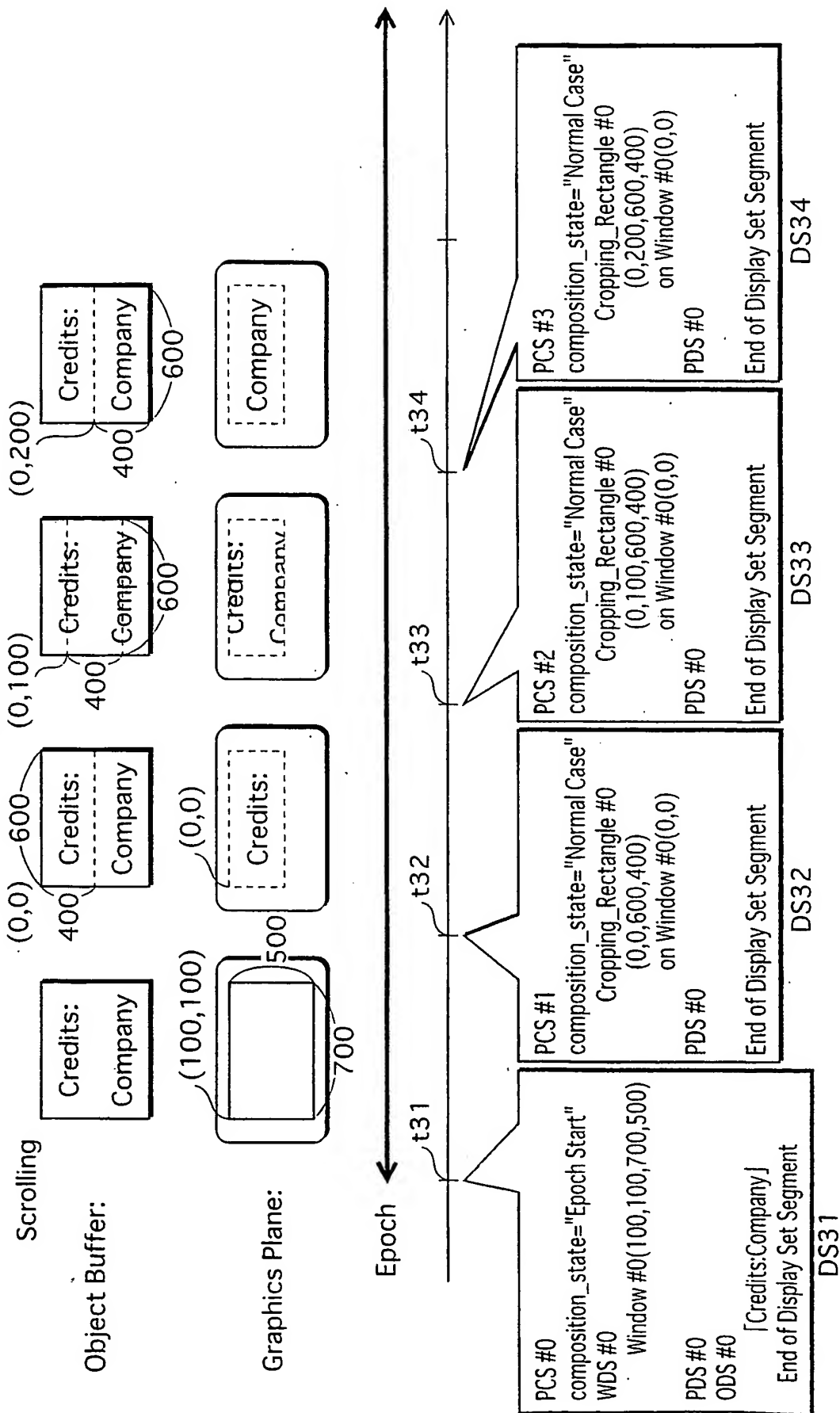


FIG. 16

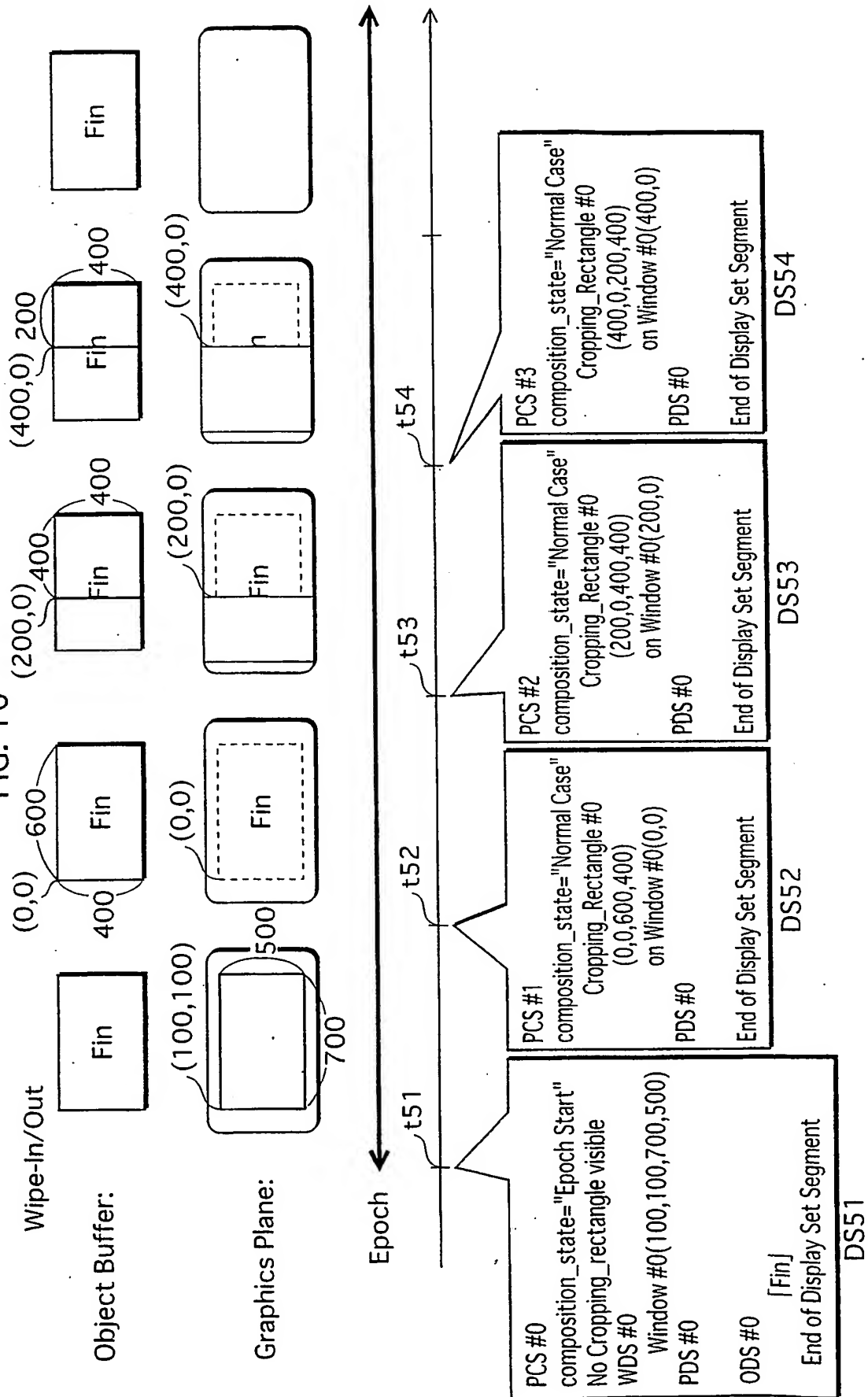




FIG. 17

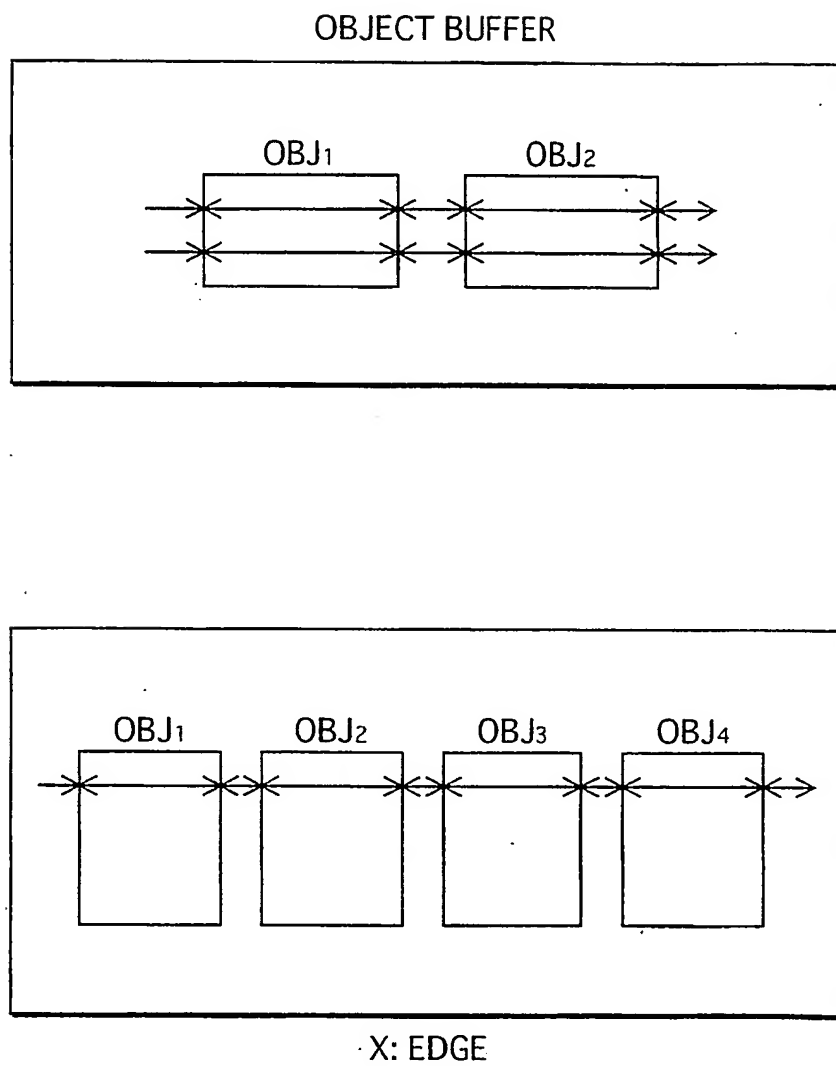


FIG. 18

$$PTS(DSn[PCS]) \geq DTS(DSn[PCS]) + DECODEDURATION(DSn)$$

Where:

- DECODEDURATION( DSn ) is calculated as follows:

```

decode_duration = 0 ;
decode_duration += PLANEINITIALIZATIONTIME( DSn ) ;
if( DSn.PCS.num_of_objects == 2 )
{
    decode_duration += WAIT( DSn, DSn.PCS.OBJ[0], decode_duration ) ;
    if( DSn.PCS.OBJ[0].window_id == DSn.PCS.OBJ[1].window_id )
    {
        decode_duration += WAIT( DSn, DSn.PCS.OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn.PCS.OBJ[0].window_id )//256*106 ) ;
    }
    else
    {
        decode_duration += 90000*( SIZE( DSn.PCS.OBJ[0].window_id )//256*106 ) ;
        decode_duration += WAIT( DSn, DSn.PCS.OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn.PCS.OBJ[1].window_id )//256*106 ) ;
    }
}
else if( DSn.PCS.num_of_objects == 1 )
{
    decode_duration += WAIT( DSn, DSn.PCS.OBJ[0], decode_duration ) ;
    decode_duration += 90000*( SIZE( DSn.PCS.OBJ[0].window_id )//256*106 ) ;
}
return decode_duration ;

```

- PLANEINITIALIZATIONTIME( DSn ) is calculated as follows:

```

initialize_duration=0 ;
if( DSn.PCS.composition_state== EPOCH_START )
{
    initialize_duration = 90000*( 8*video_width*video_height//256*106 ) ;
}
else
{
    for( i=0 ; i < WDS.num_windows ; i++ )
    {
        if( EMPTY(DSn.WDS.WIN[i],DSn) )
            initialize_duration += 90000*( SIZE( DSn.WDS.WIN[i] )//256*106 ) ;
    }
}
return initialize_duration ;

```

- WAIT( DSn, OBJ, current\_duration ) is calculated as follows:

```

wait_duration = 0 ;
if( EXISTS( OBJ.object_id, DSn ) )
{
    object_definition_ready_time = PTS( GET( OBJ.object_id, DSn ) ) ;
    current_time = DTS( DSn.PCS )+current_duration ;
    if( current_time < object_definition_ready_time )
        wait_duration += object_definition_ready_time - current_time ;
}
return wait_duration ;

```

FIG. 19

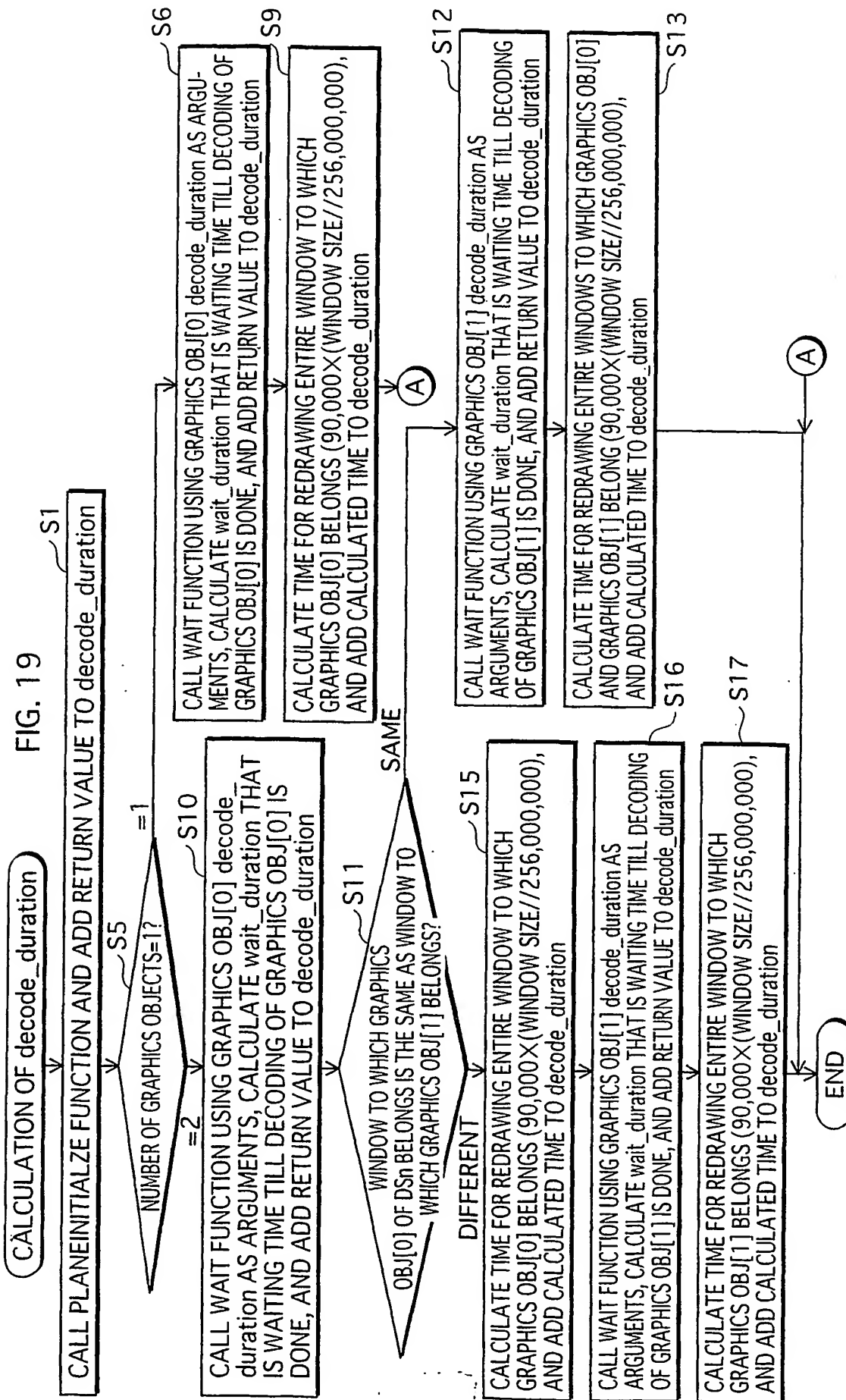


FIG. 20A

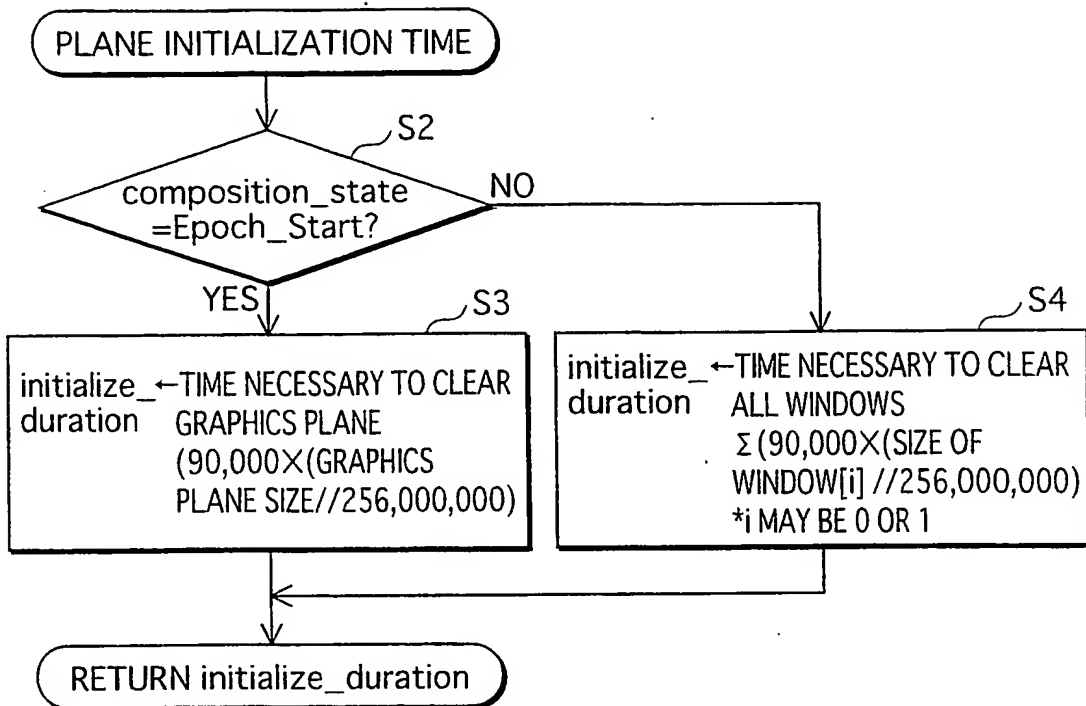


FIG. 20B

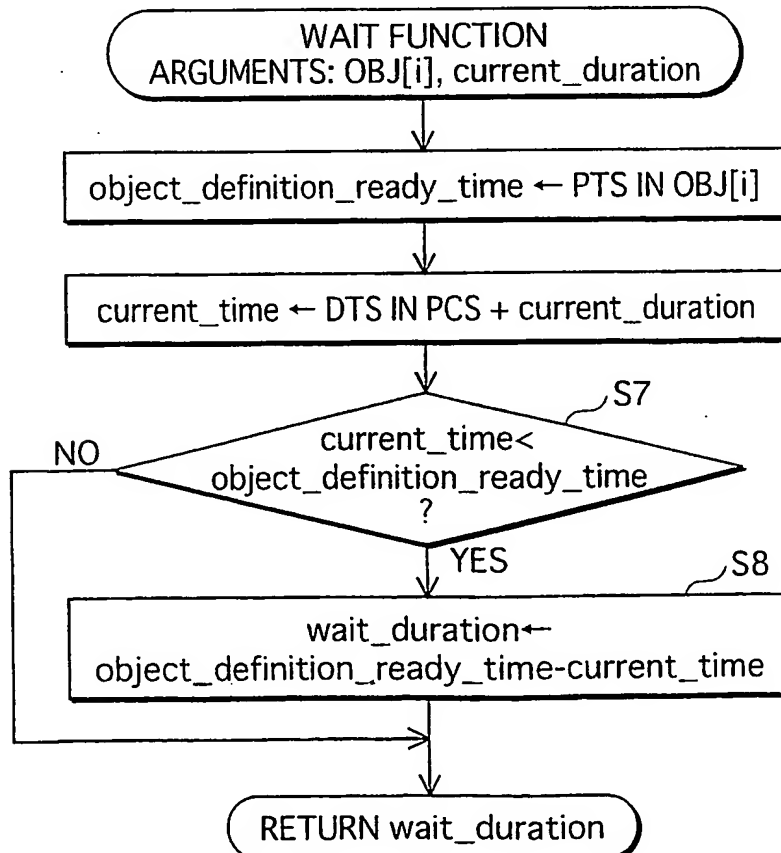


FIG. 21A

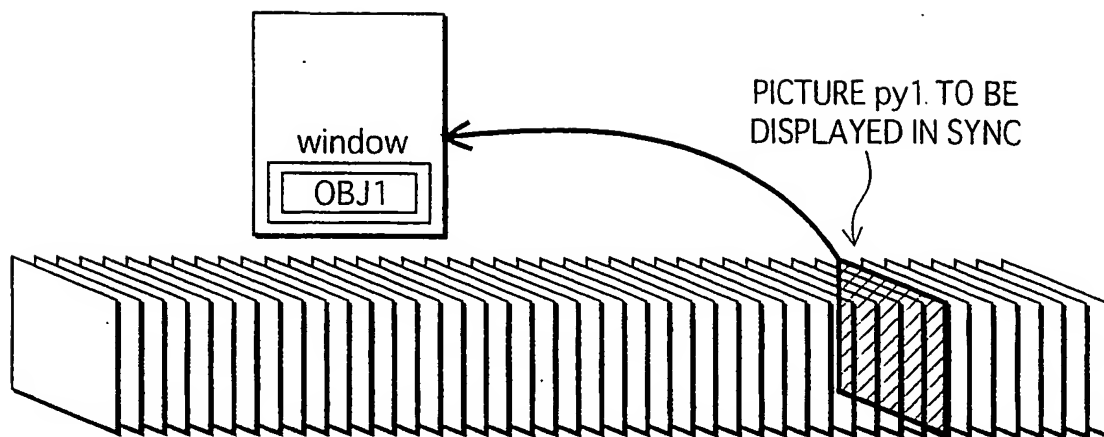


FIG. 21B.

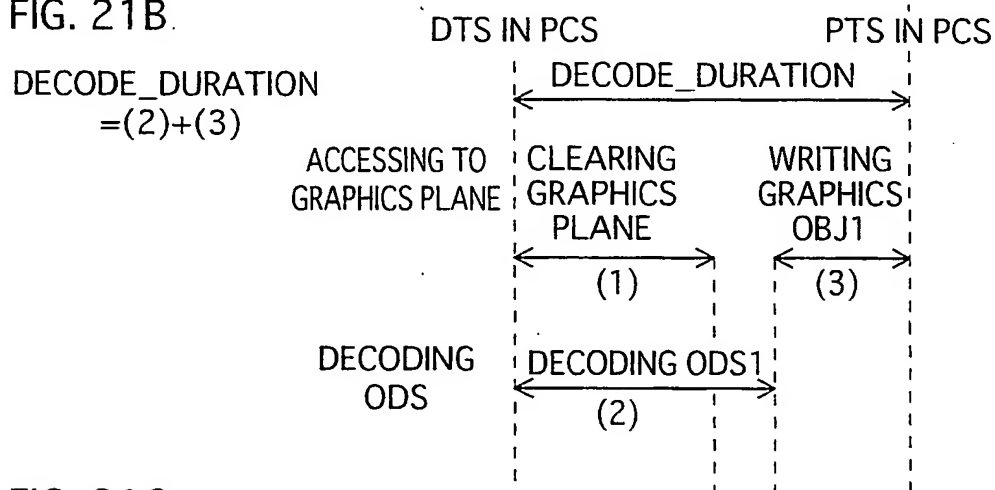


FIG. 21C

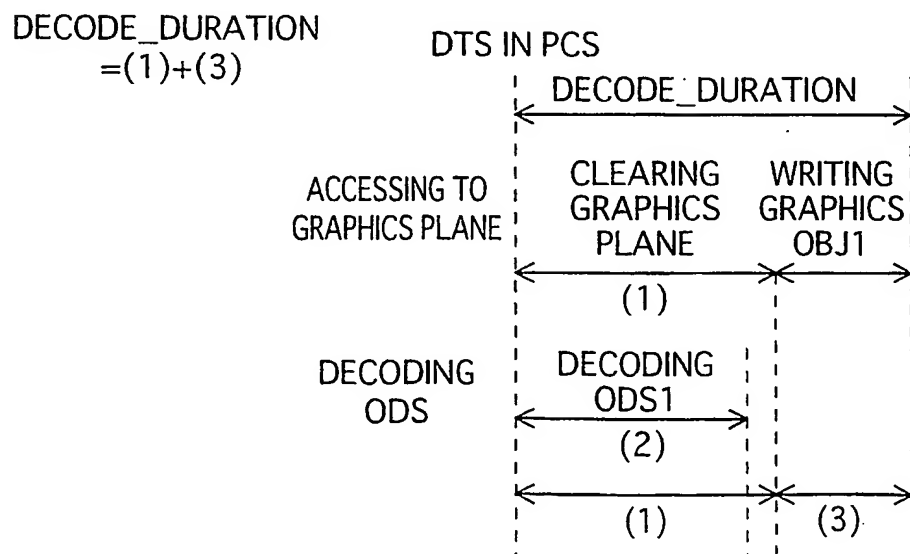


FIG. 22A

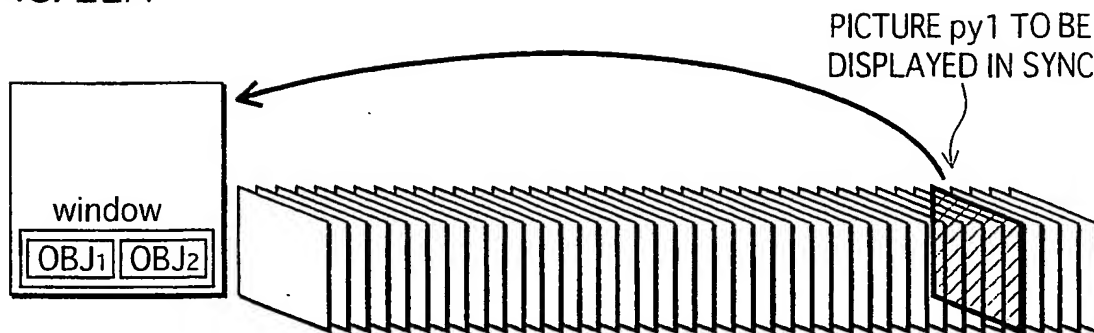


FIG. 22B

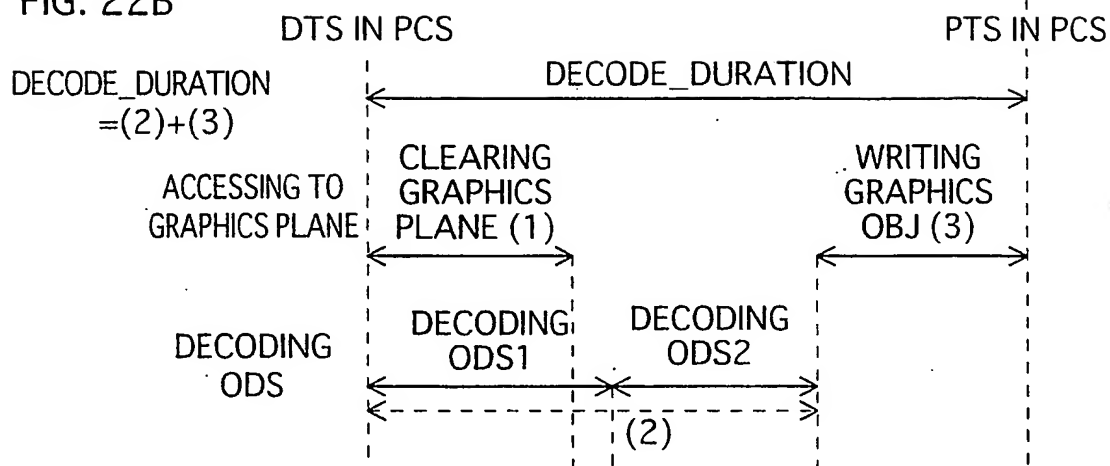
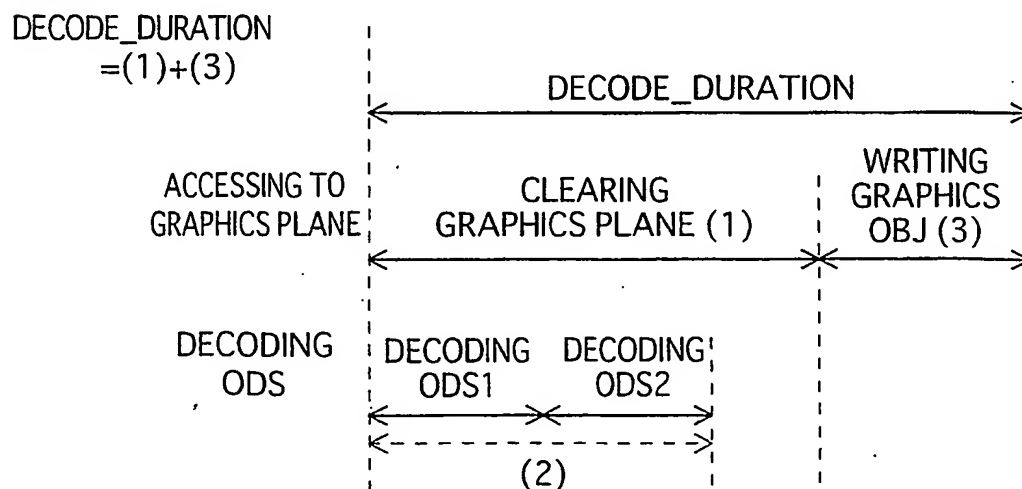


FIG. 22C



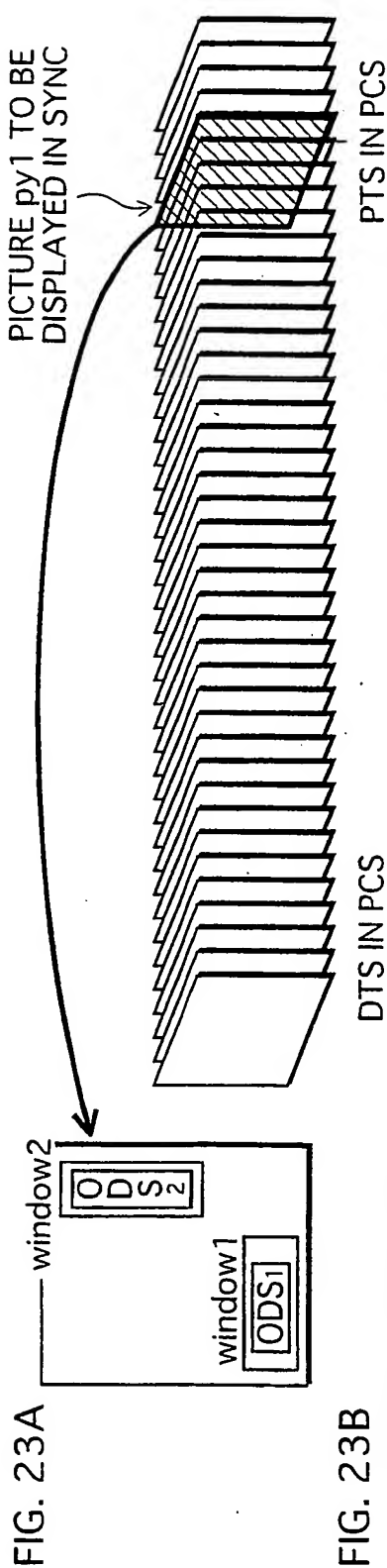


FIG. 24

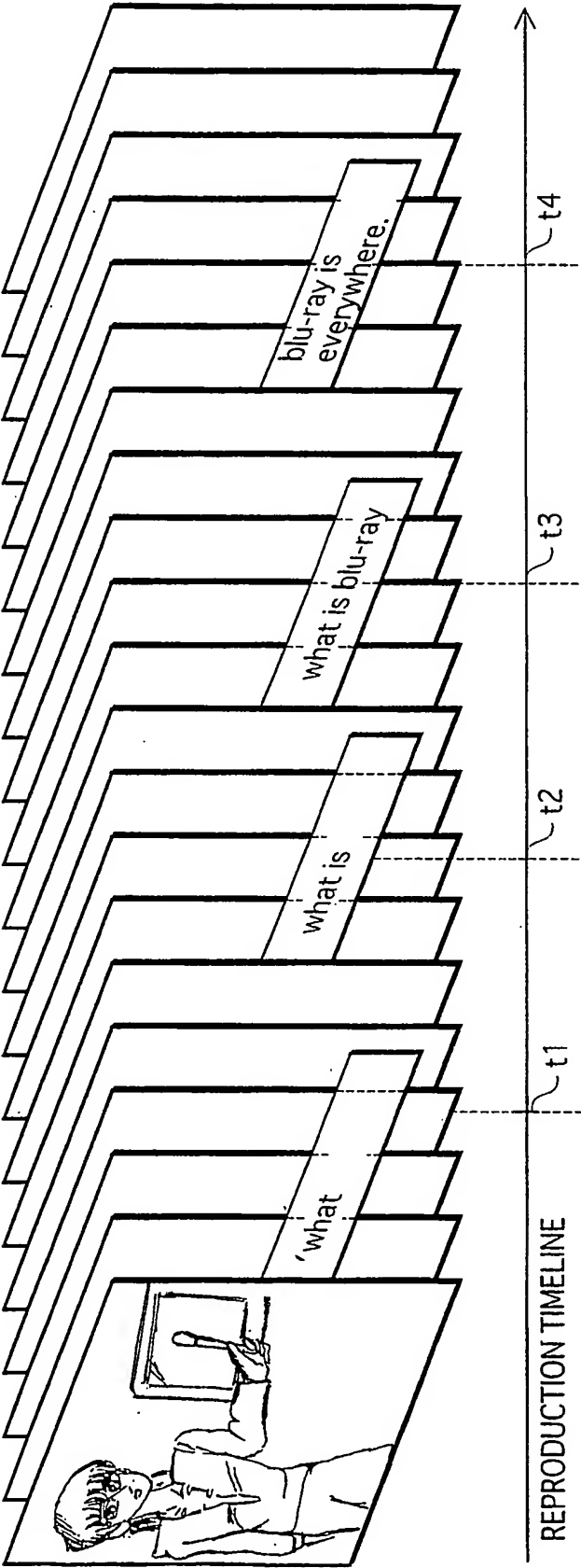




FIG. 25A

(DS1) PCS1.1-PDS1-ODS1-END  
ODS1 "what is blu-ray"

(DS2) PCS1.2-END

(DS3) PCS1.3-END

(DS4) PCS2-ODS2-END

ODS2 "blu-ray is "  
everywhere

FIG. 25B

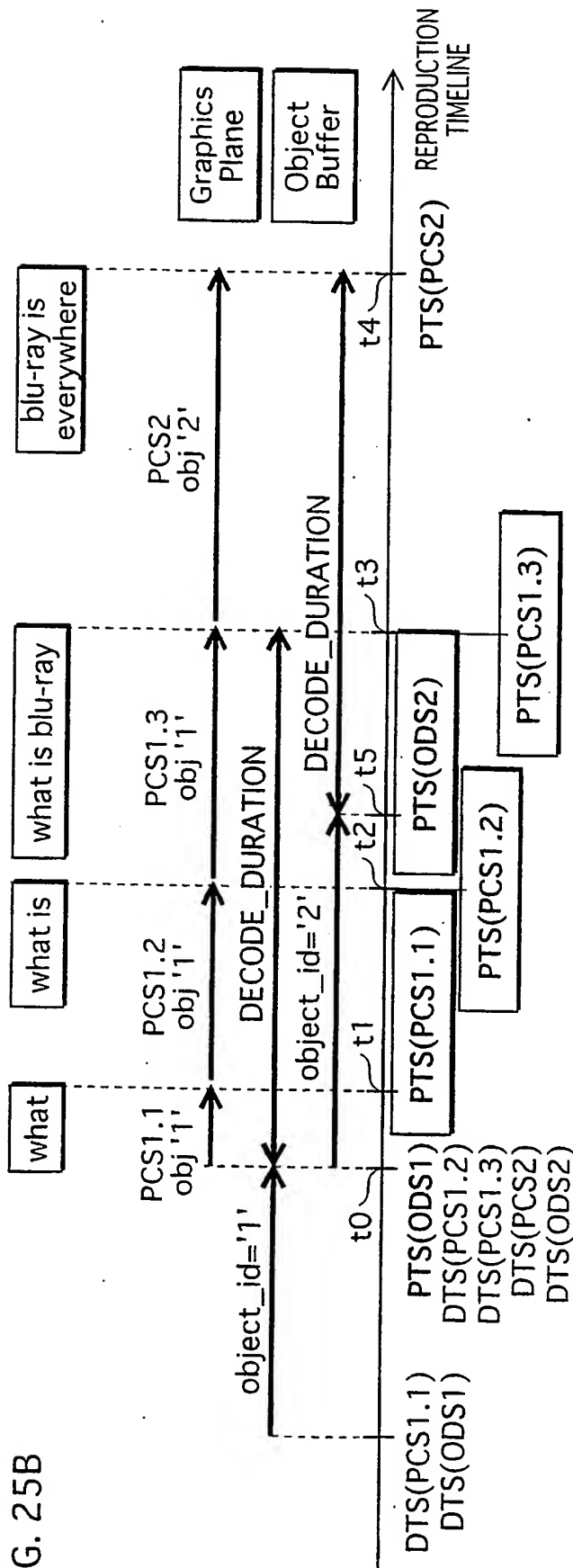


FIG. 26

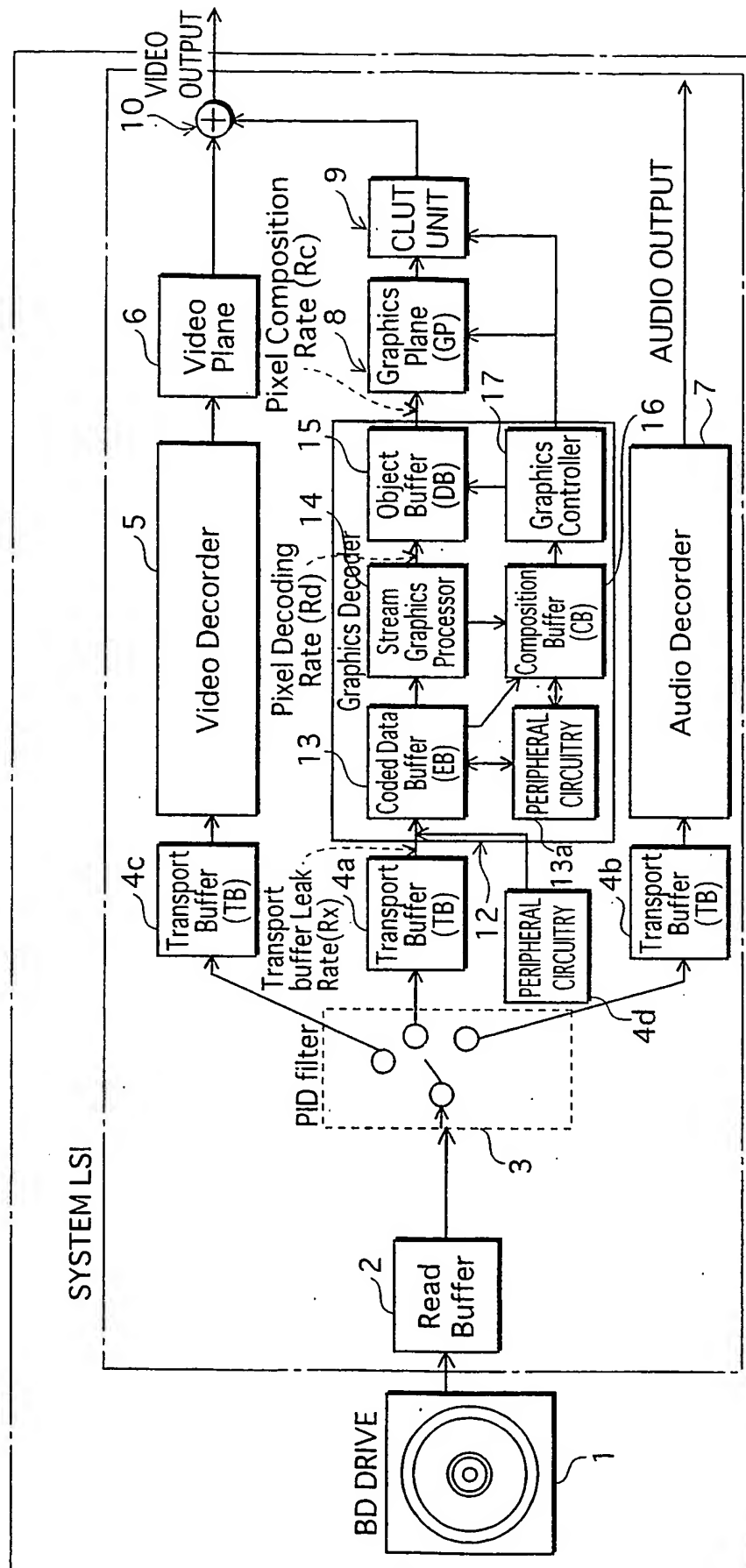


FIG. 27

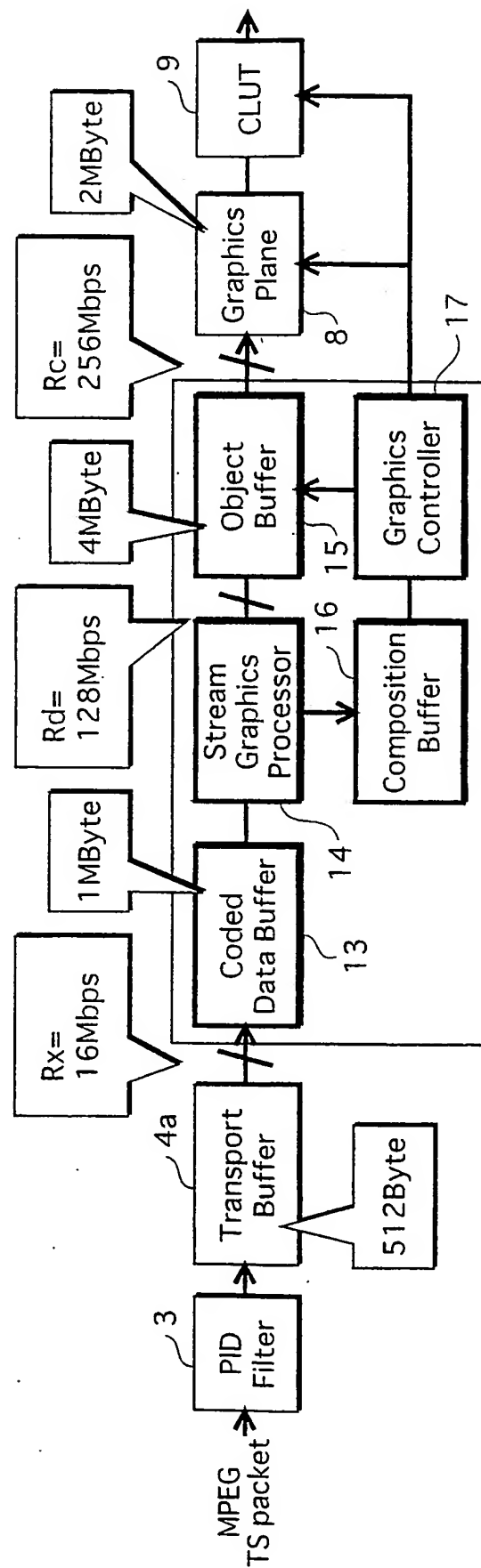


FIG. 28

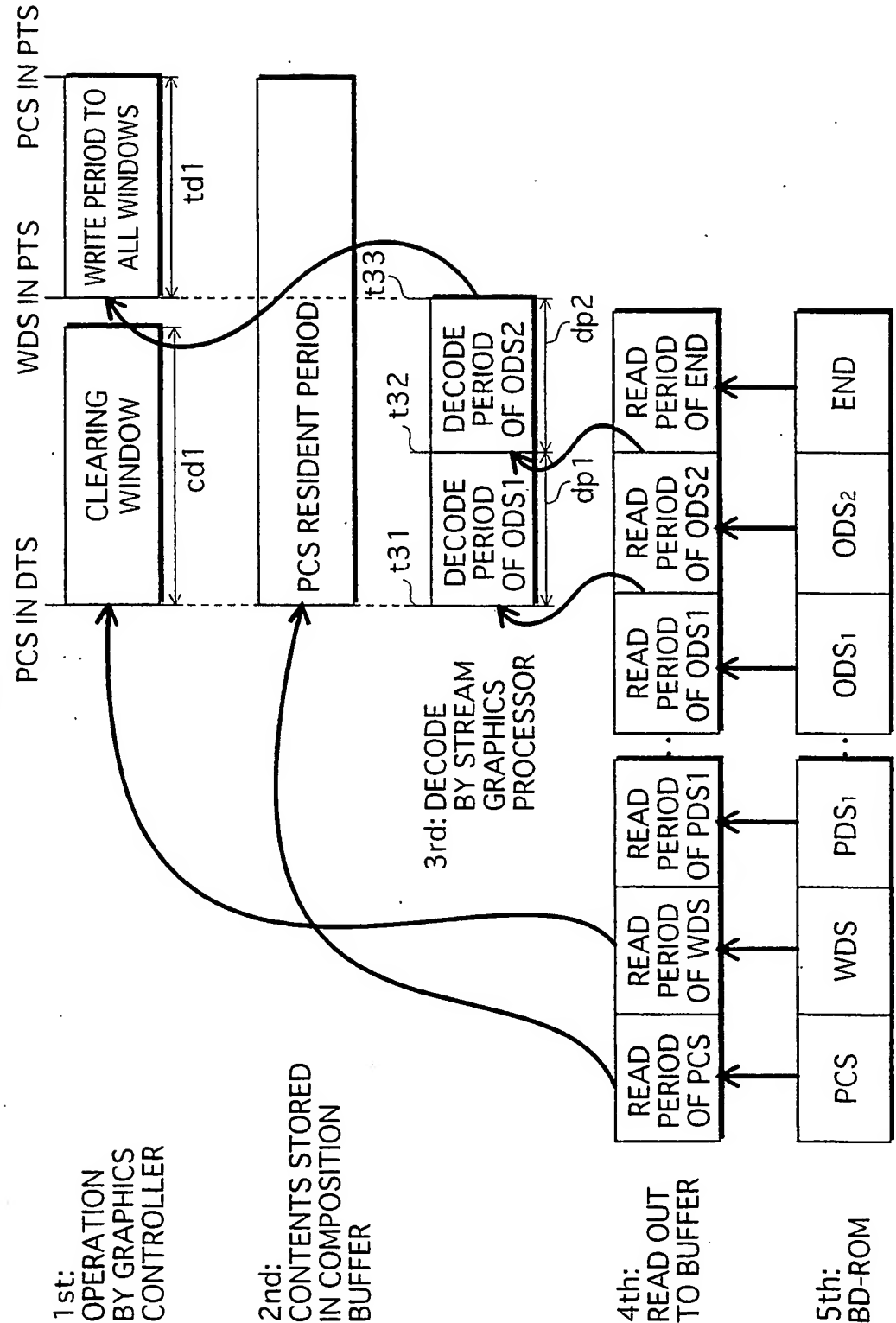
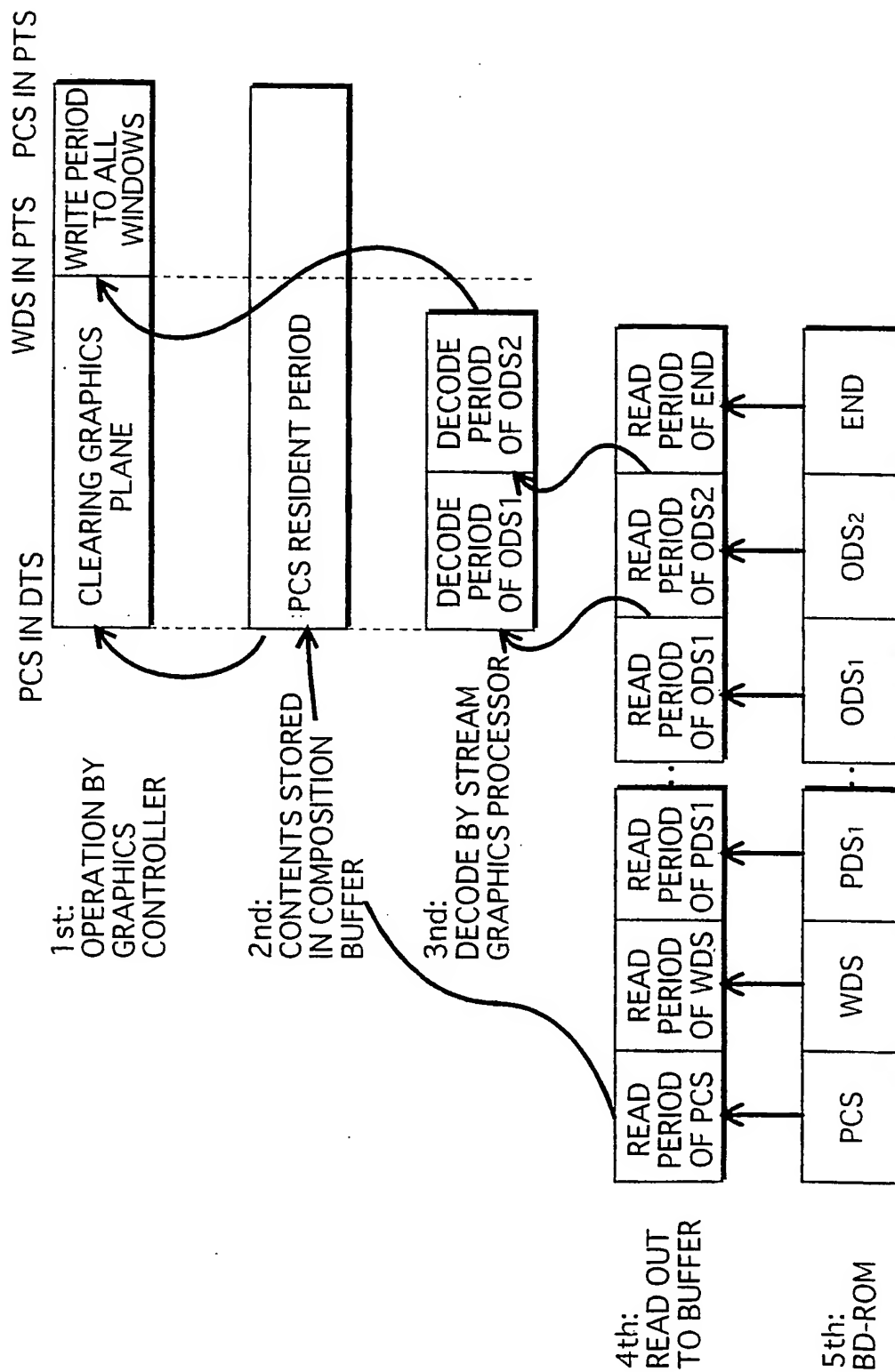


FIG. 29



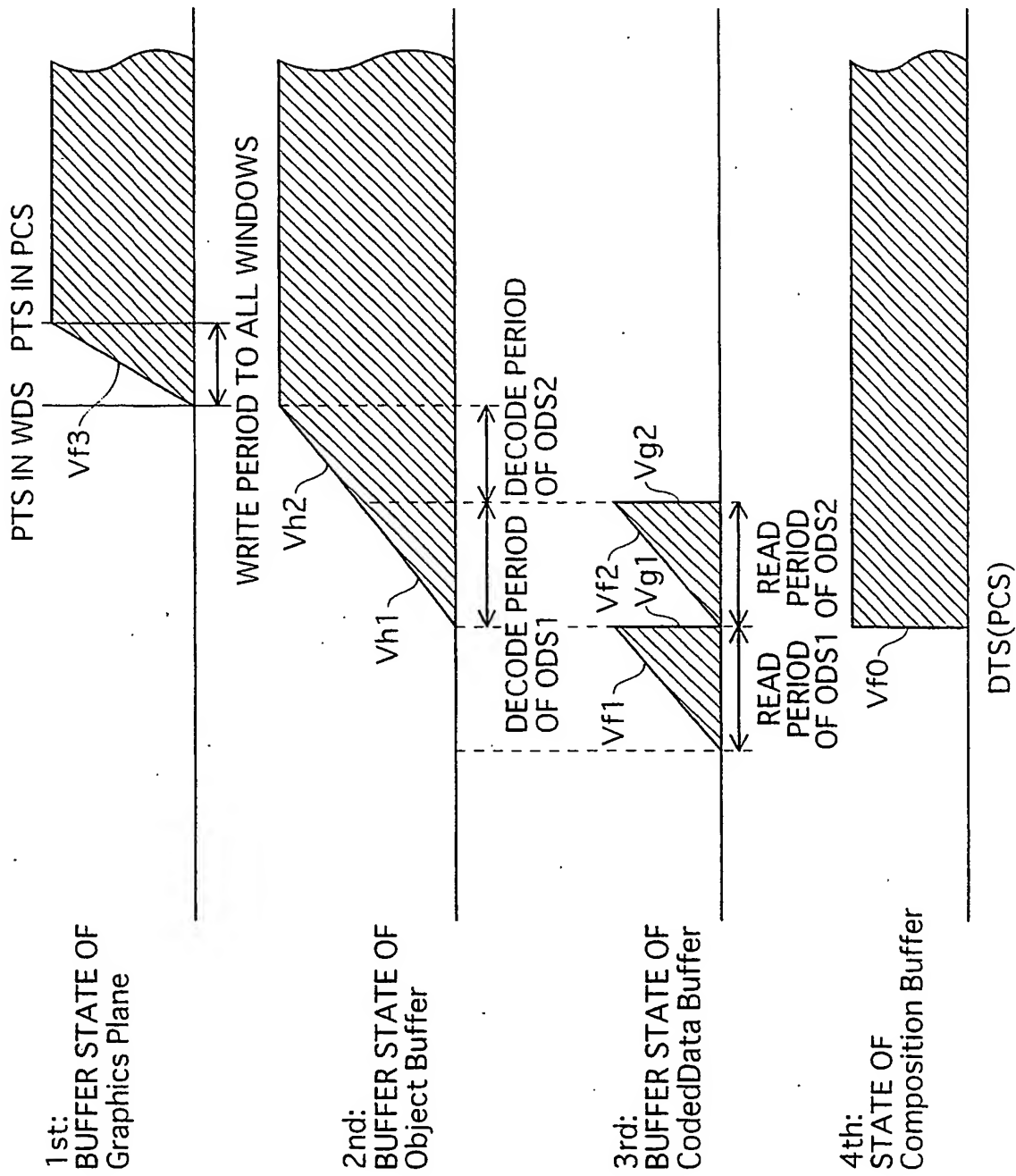


FIG. 31

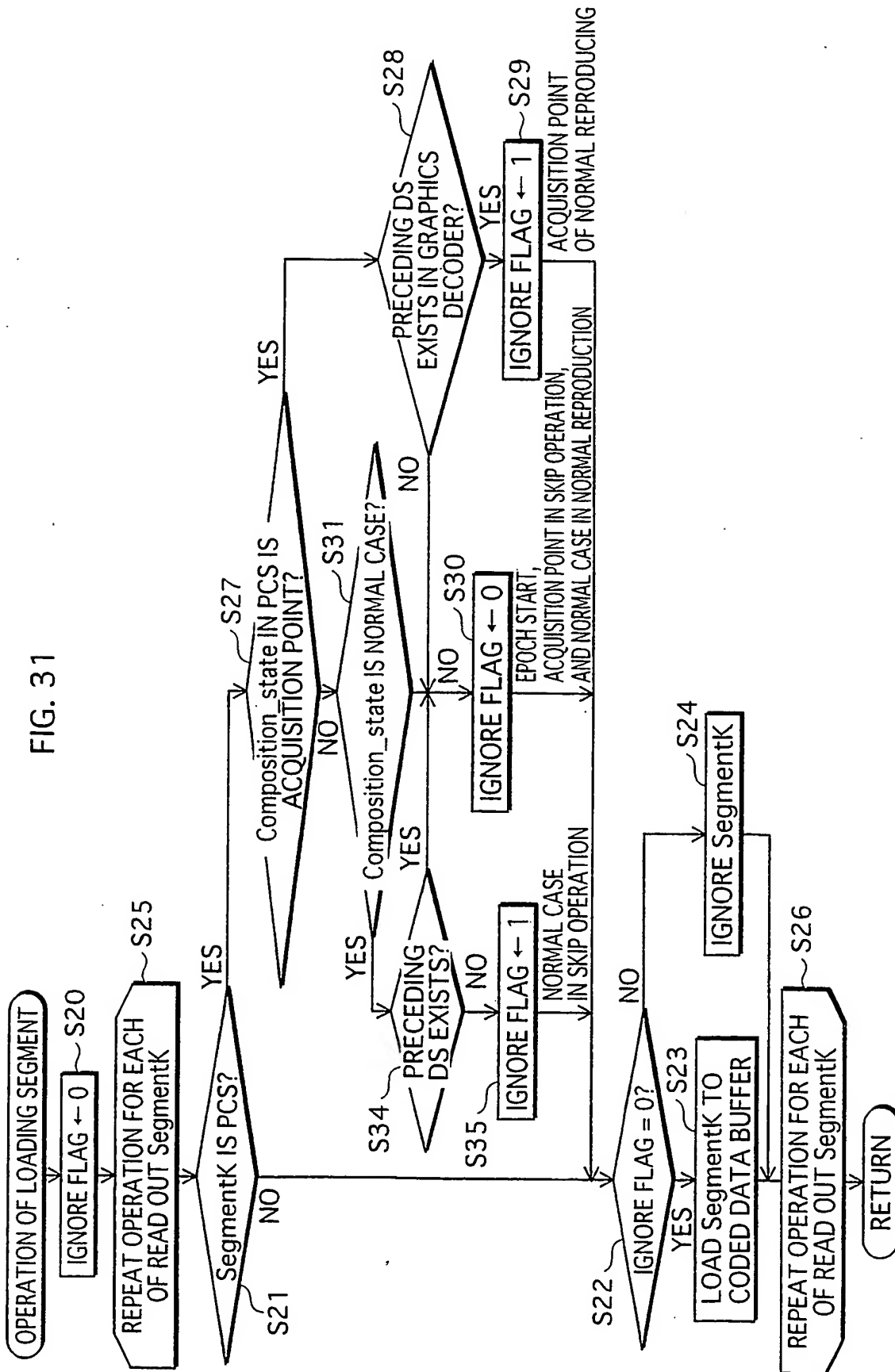


FIG. 32

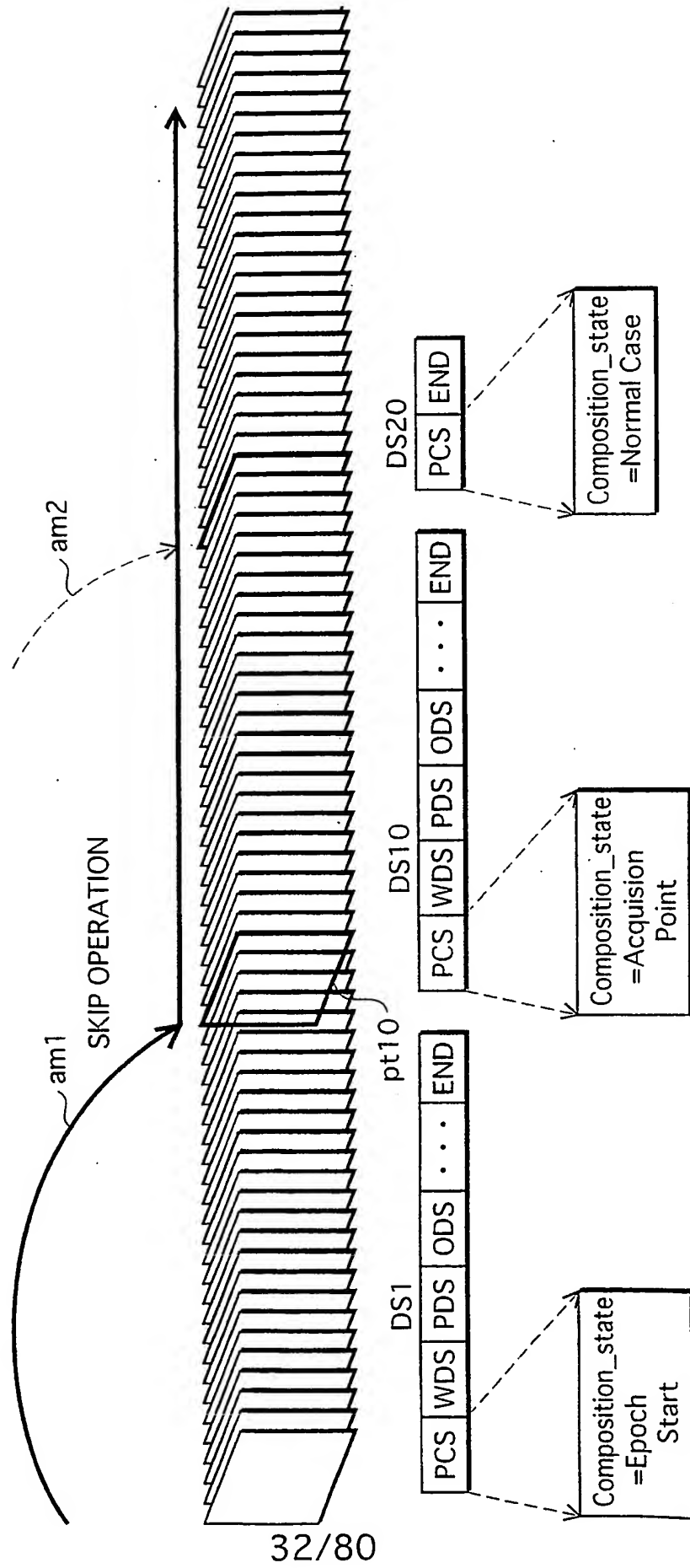




FIG. 33

CODED DATA BUFFER OF REPRODUCING APPARATUS

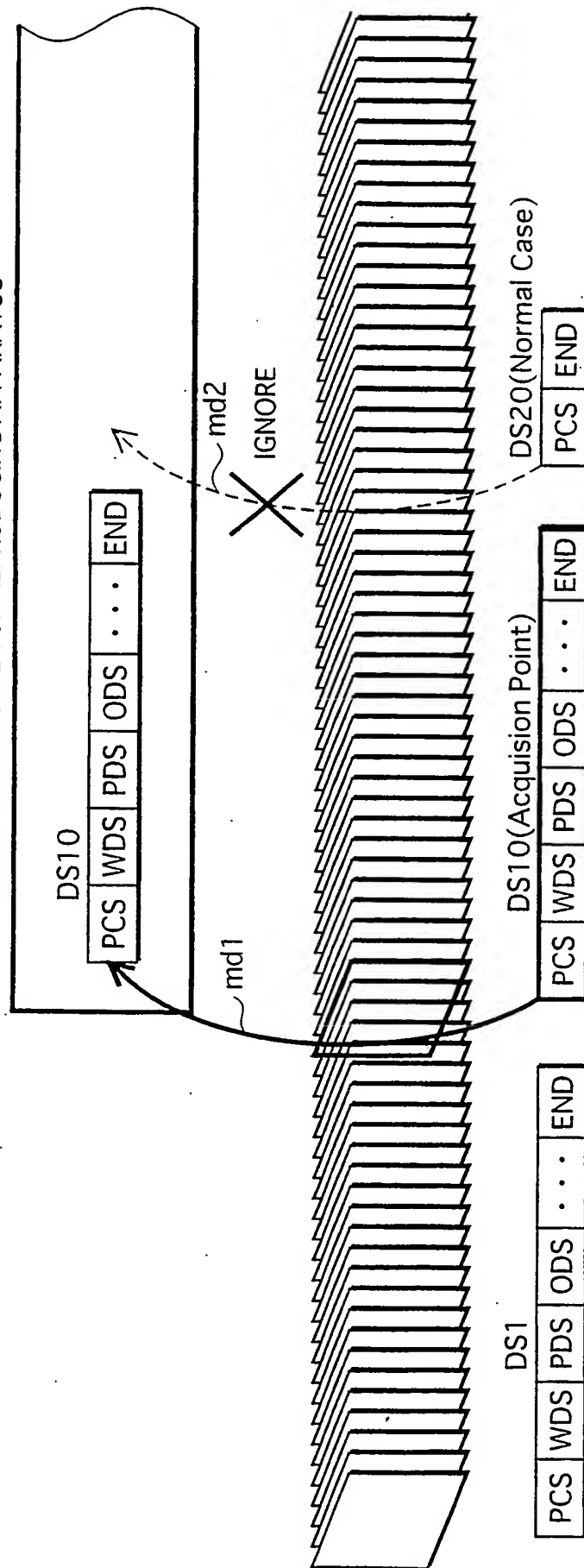


FIG. 34

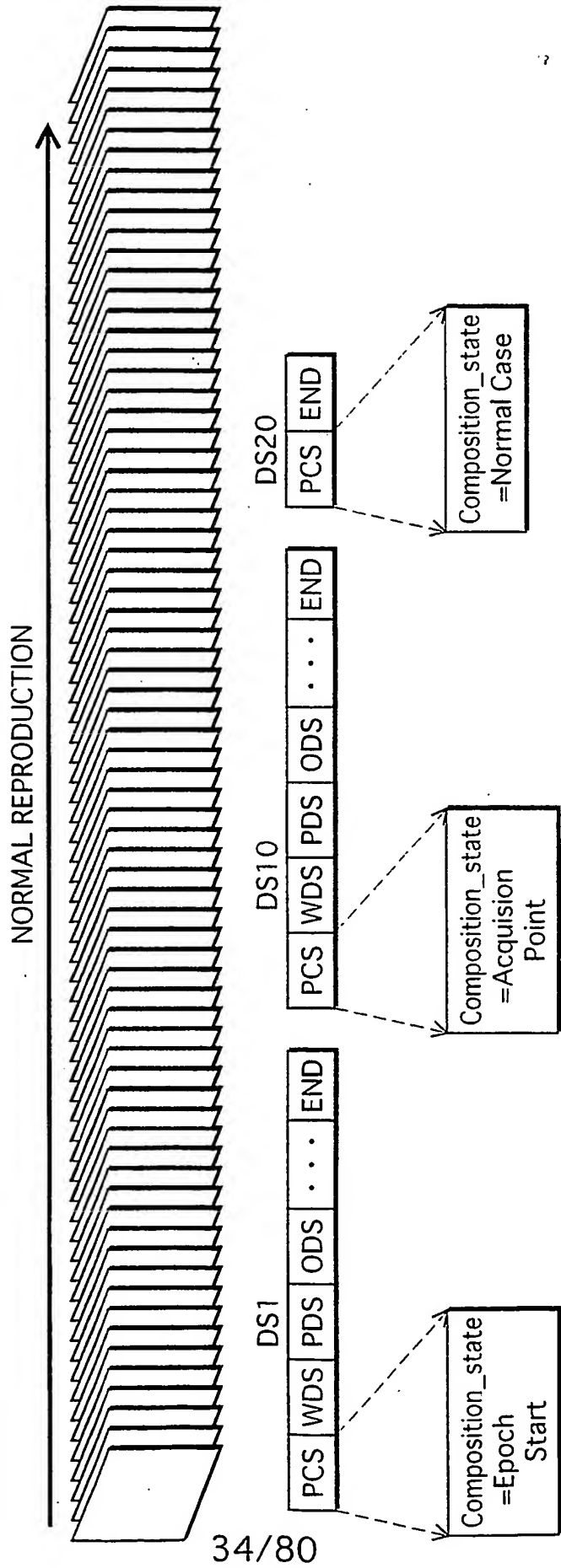


FIG. 35

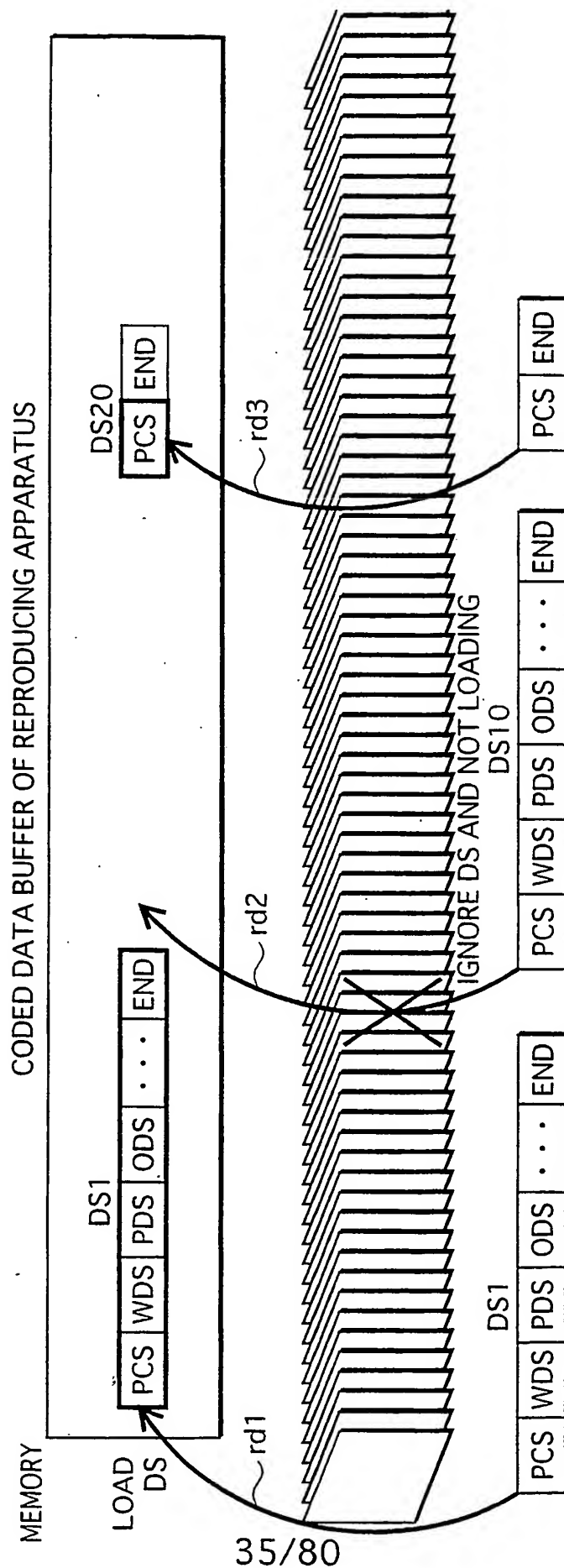


FIG. 36

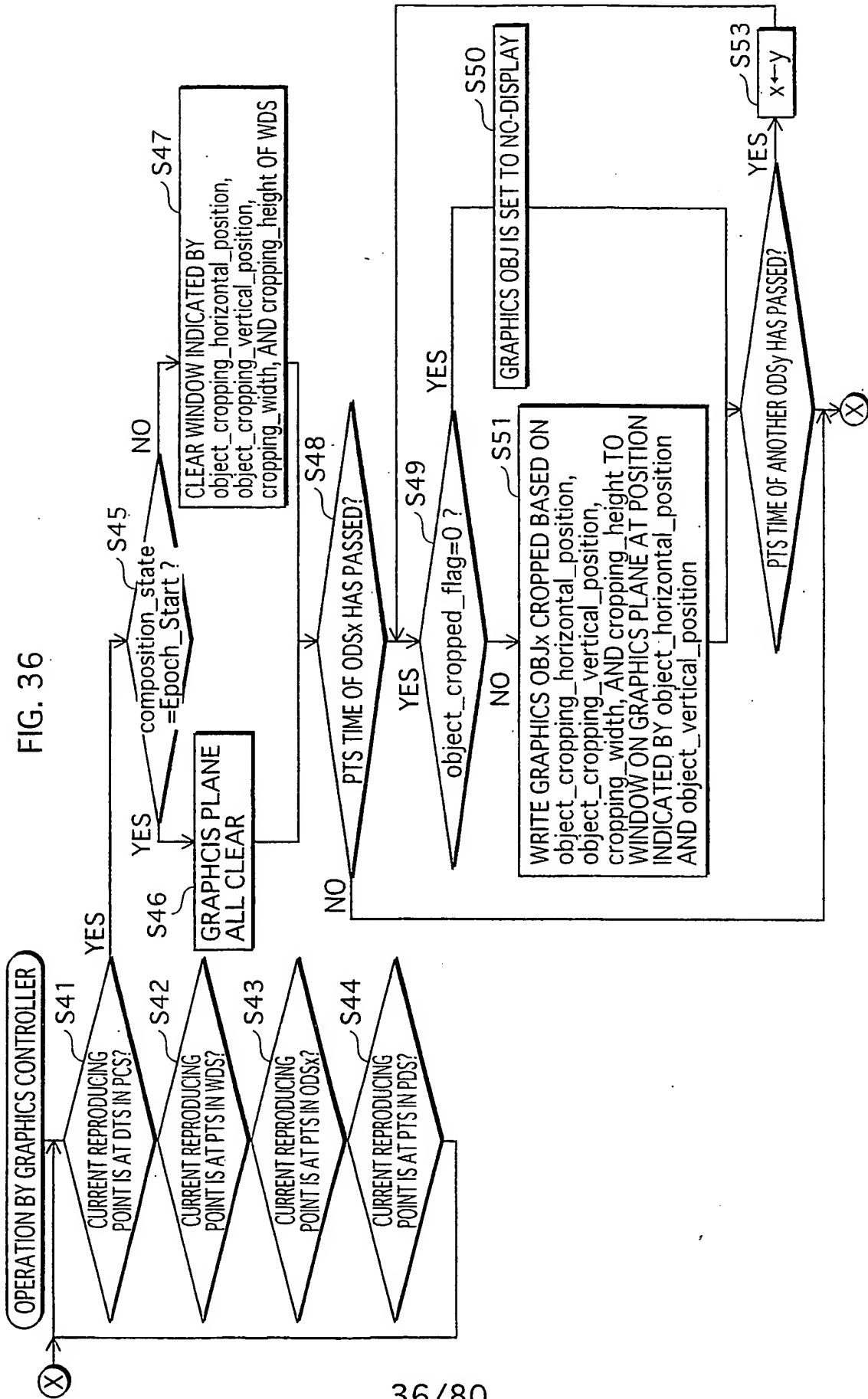


FIG. 37

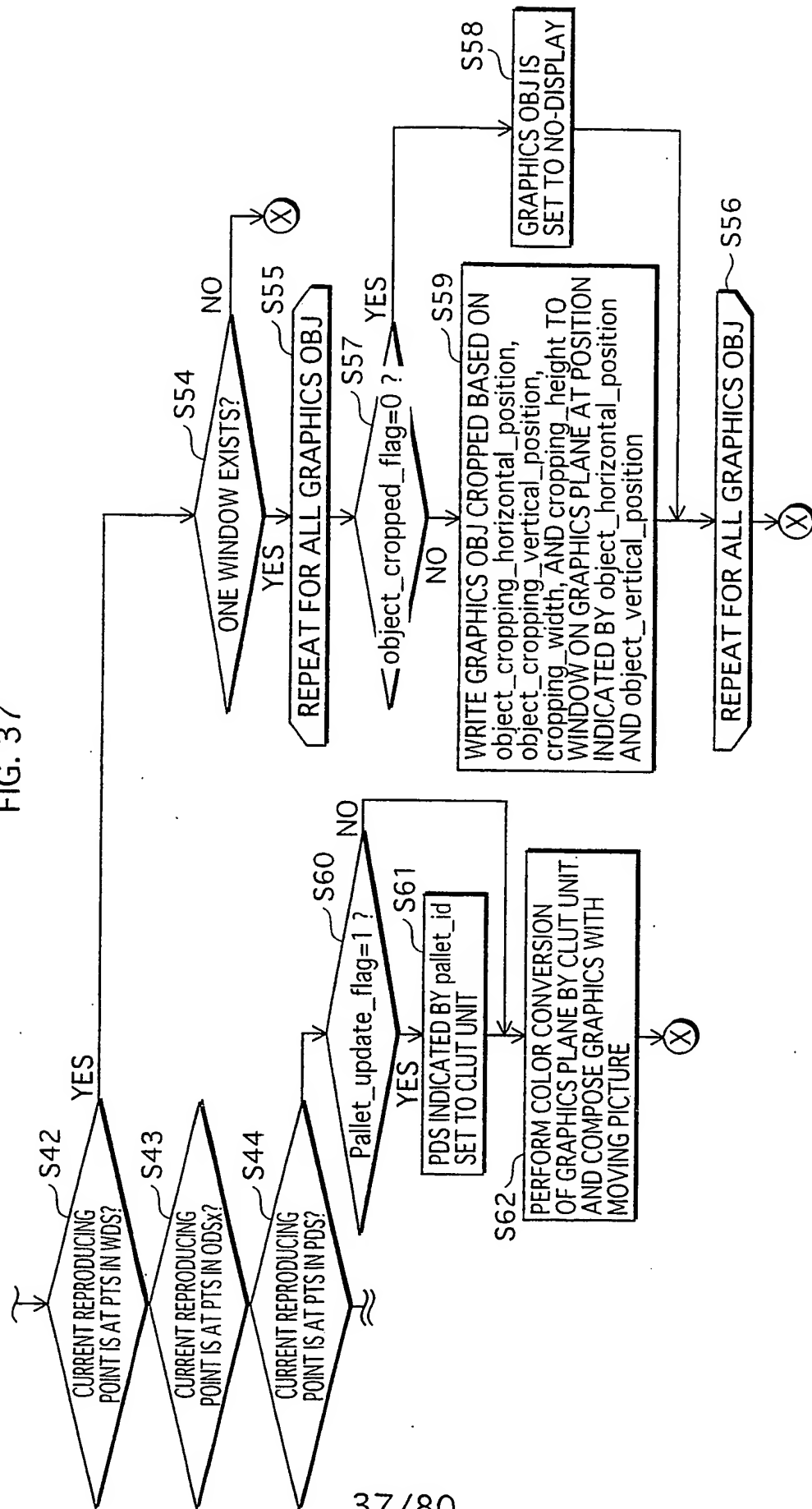


FIG. 38

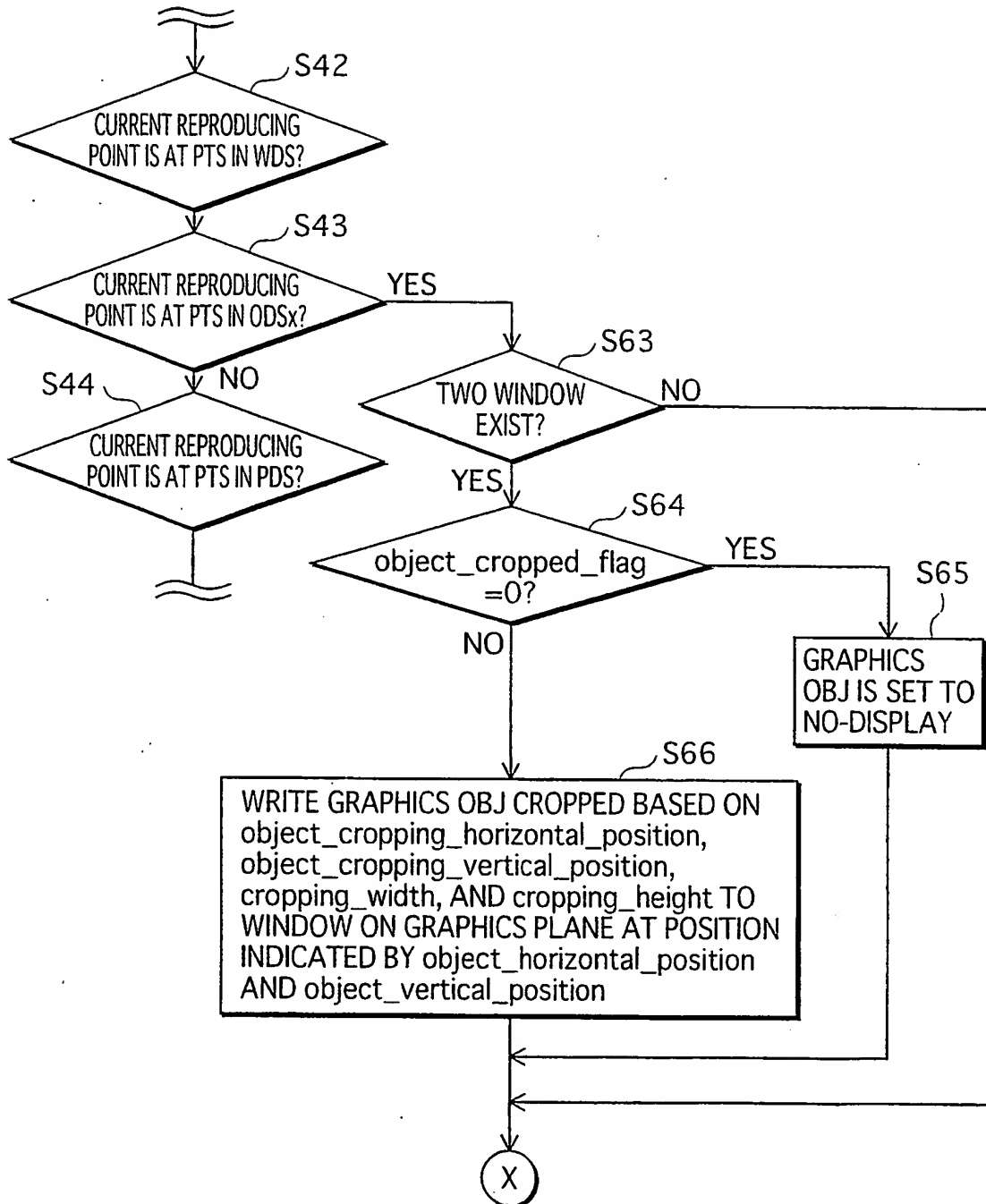


FIG. 39

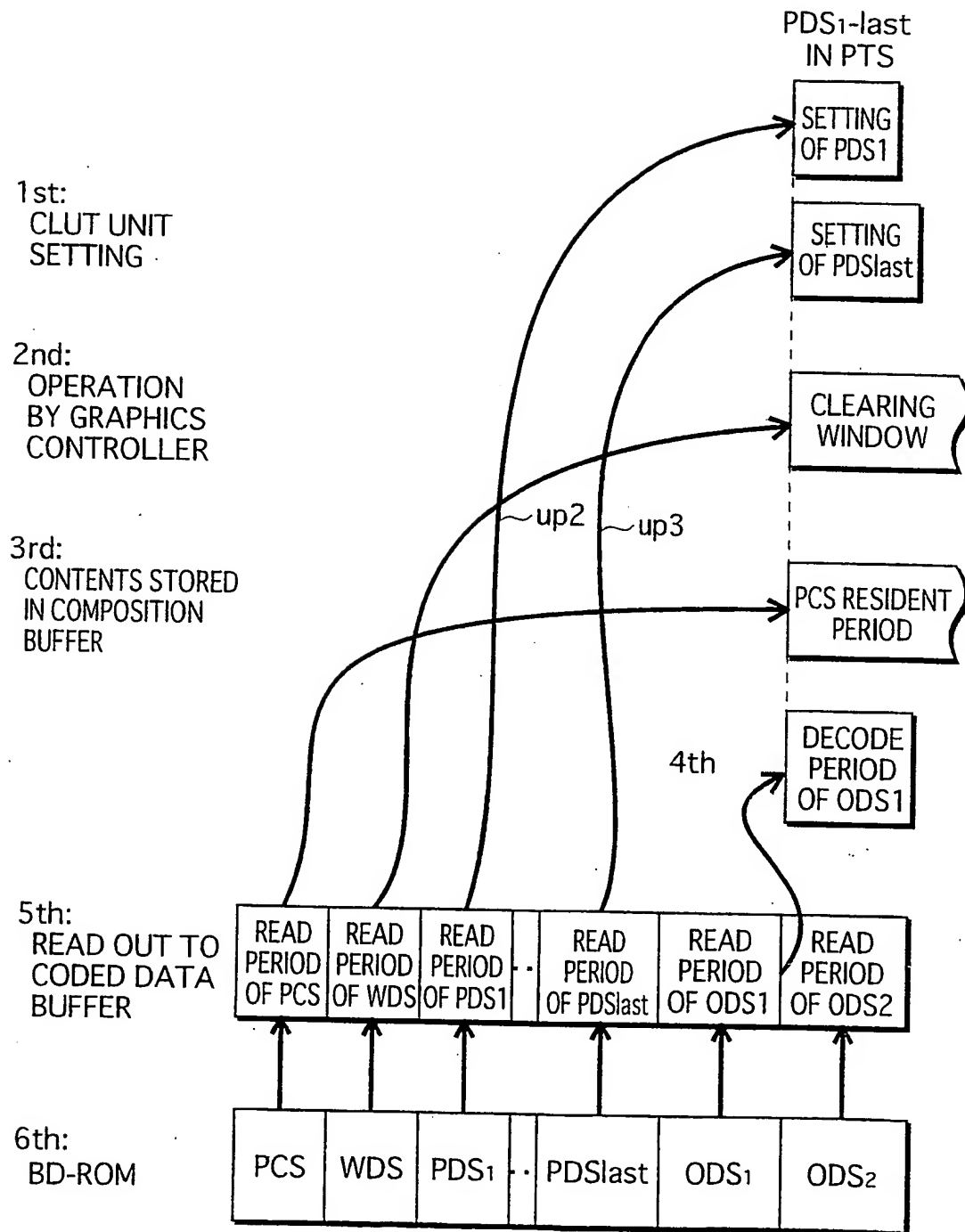


FIG. 40

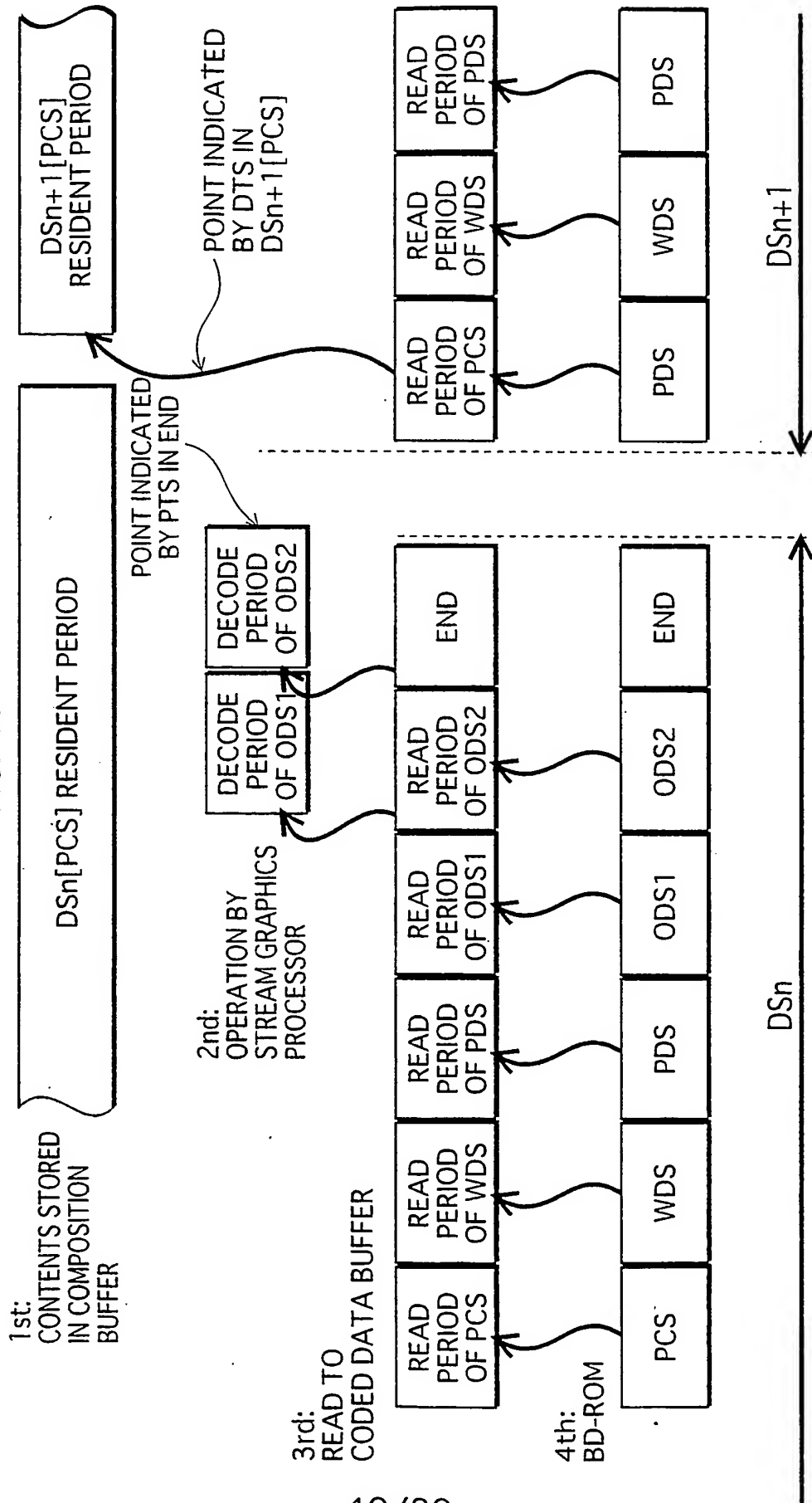




FIG. 41

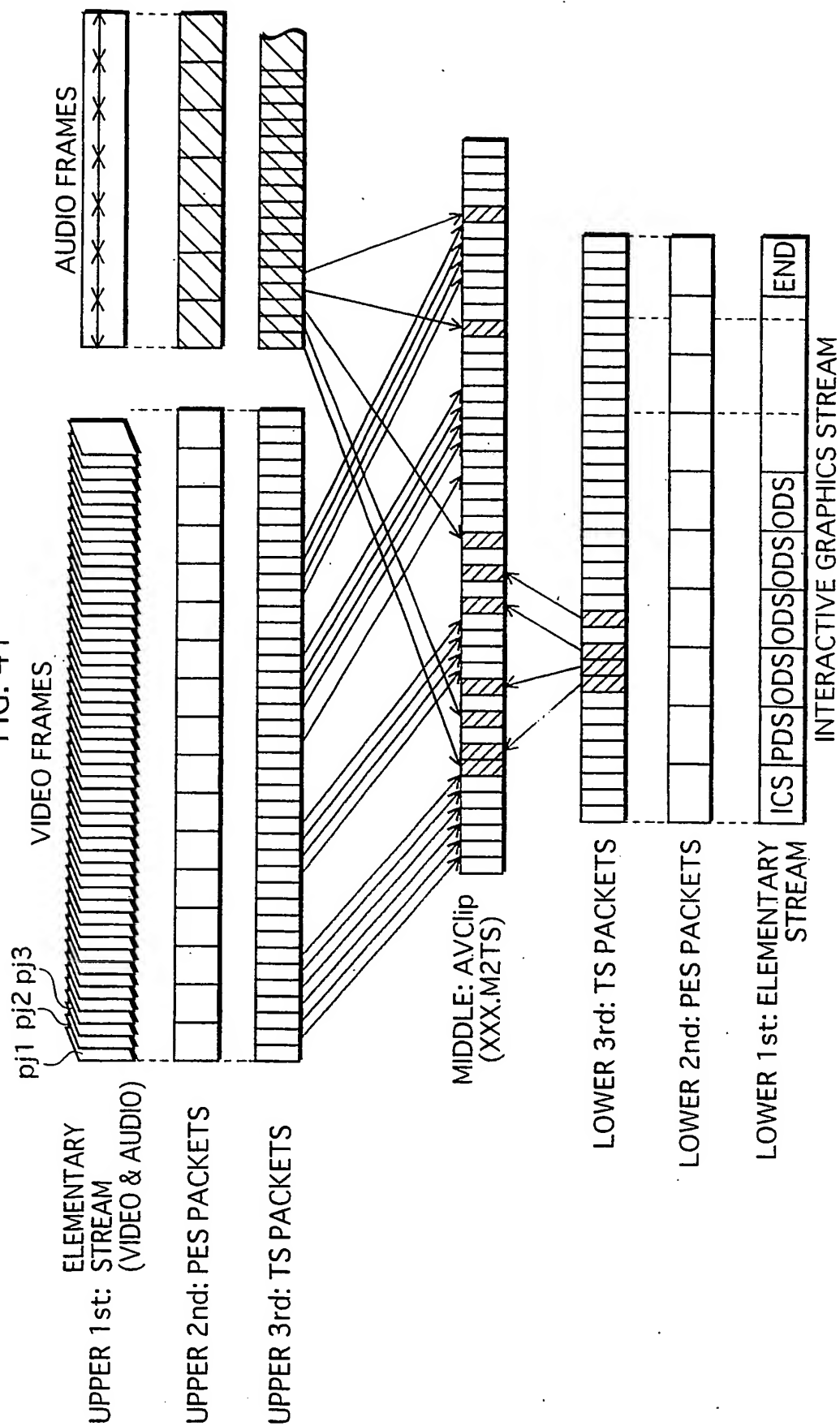


FIG.42A

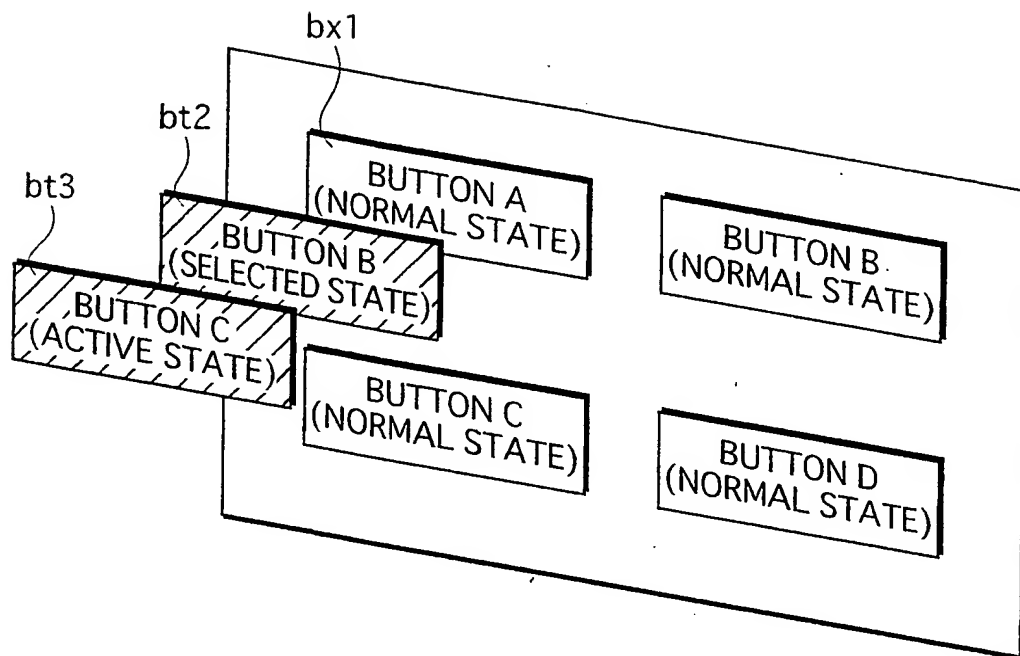


FIG.42B

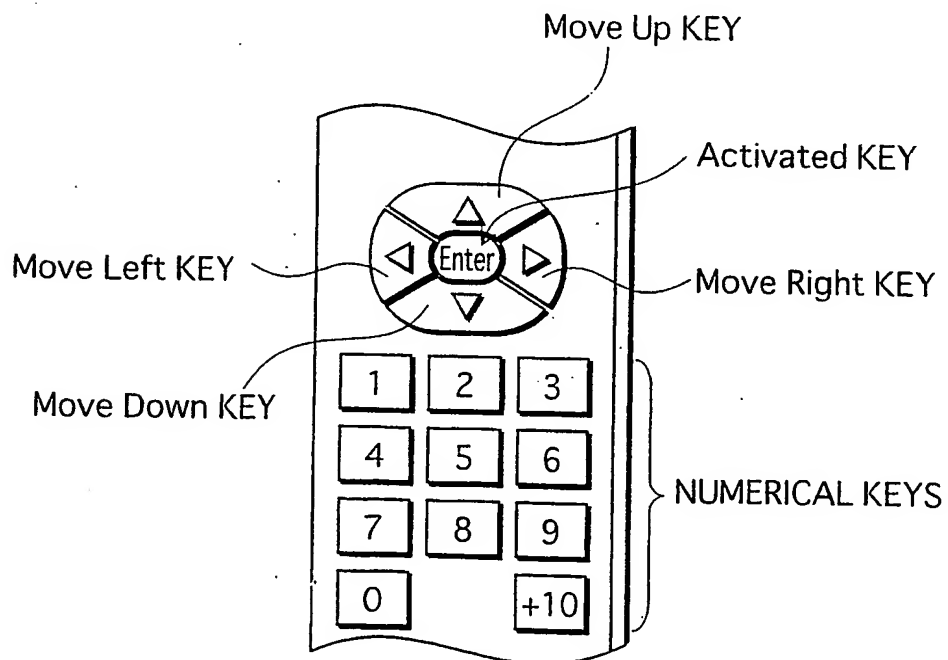
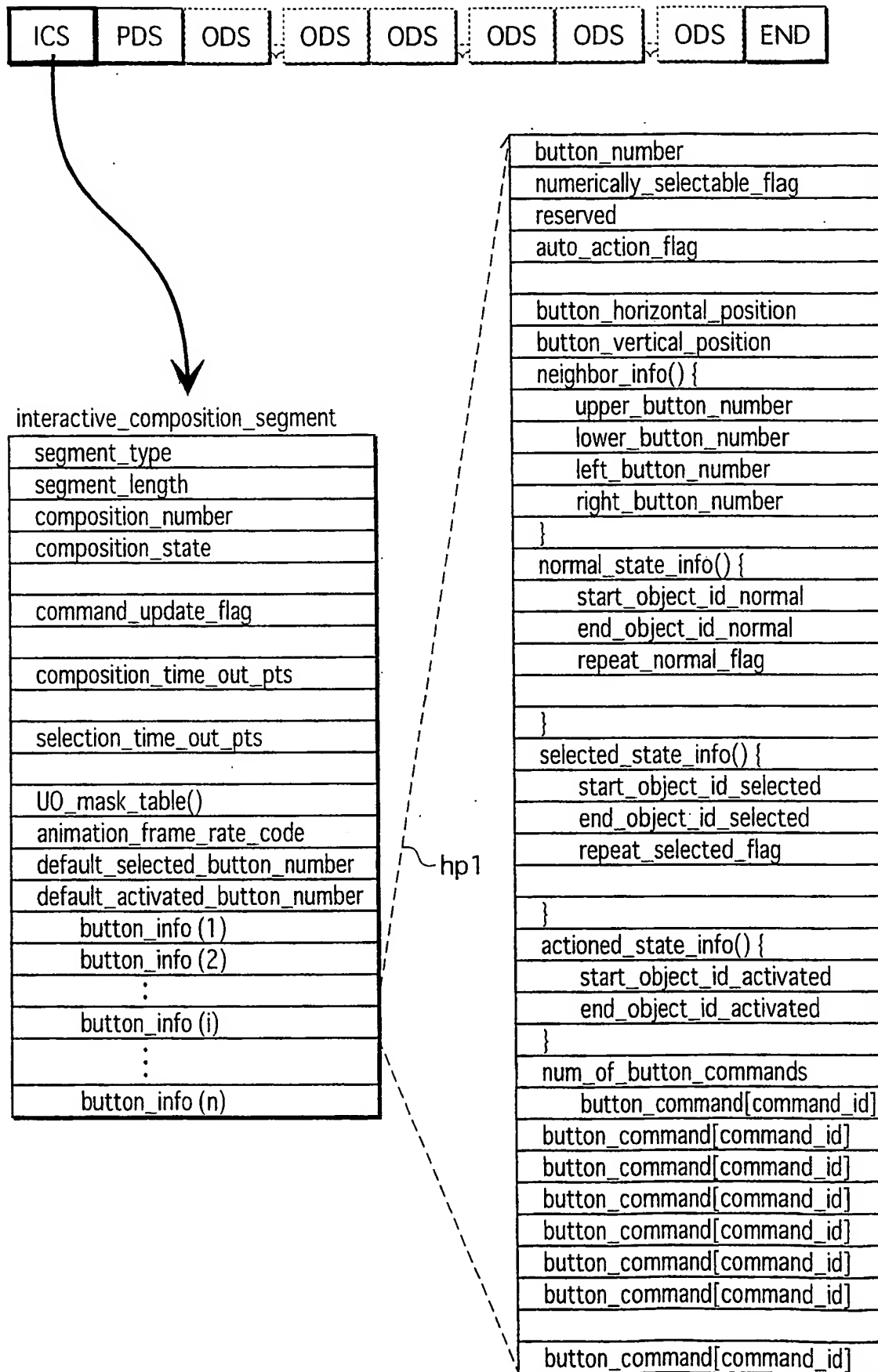
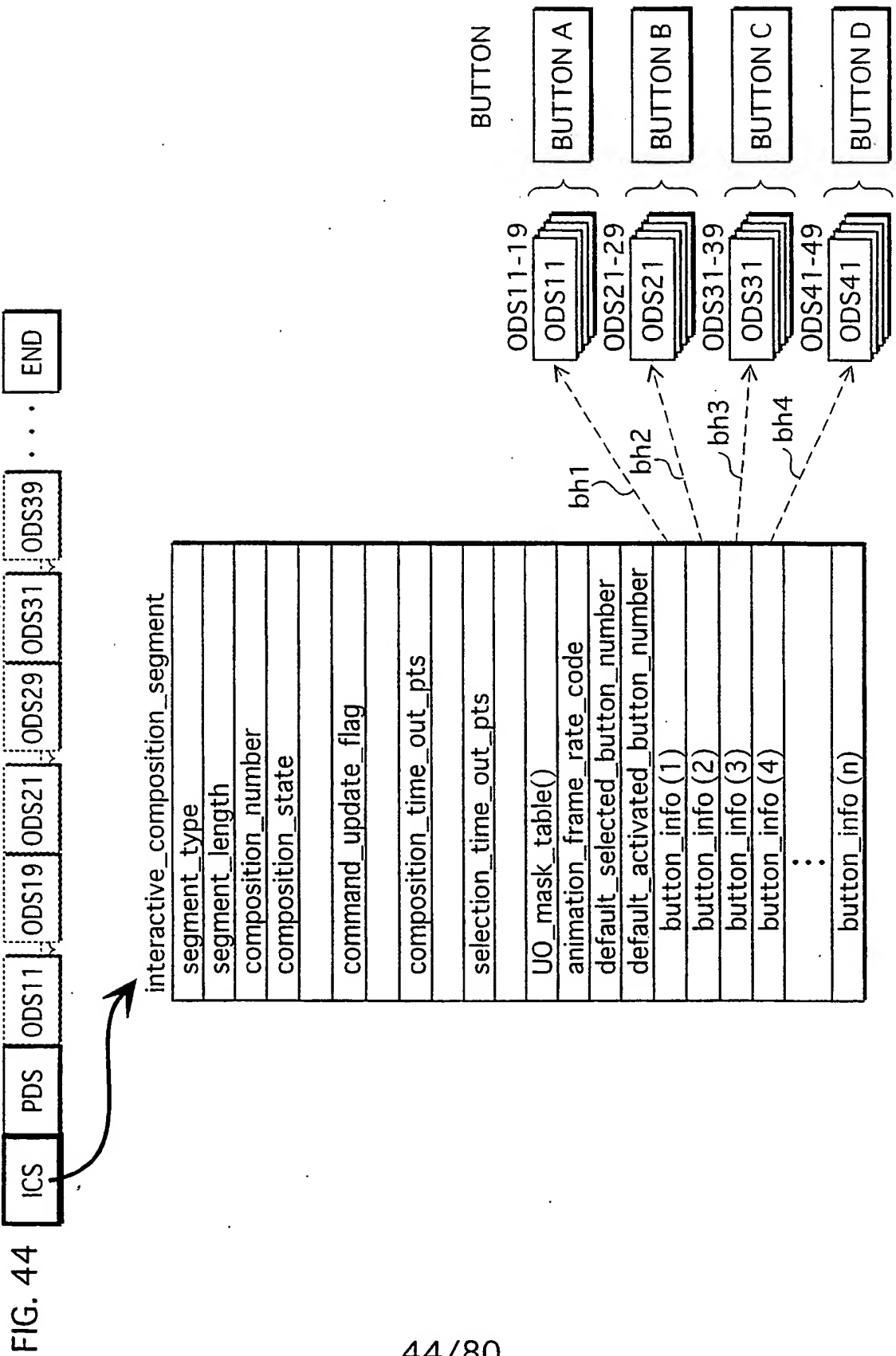


FIG.43





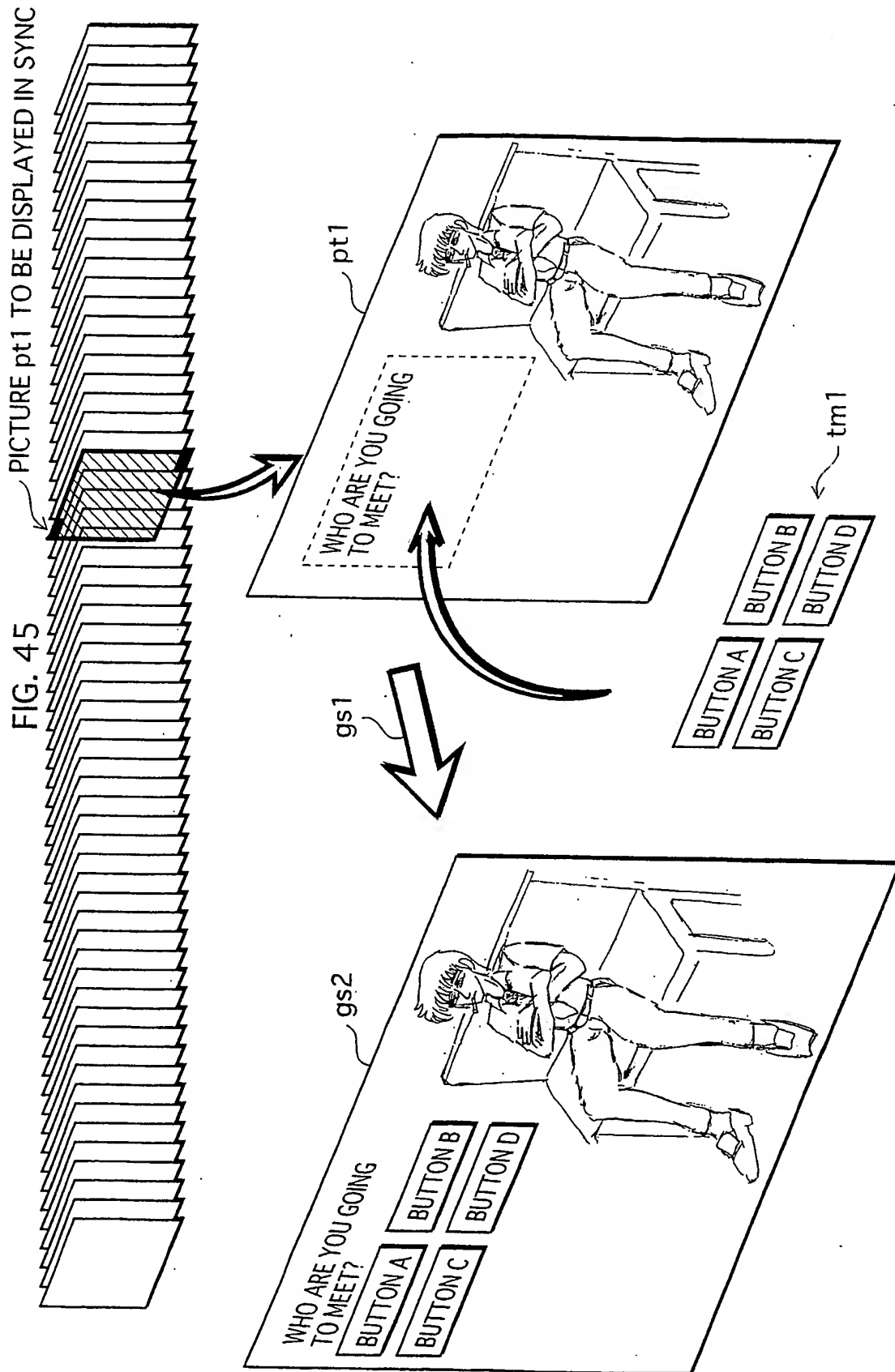
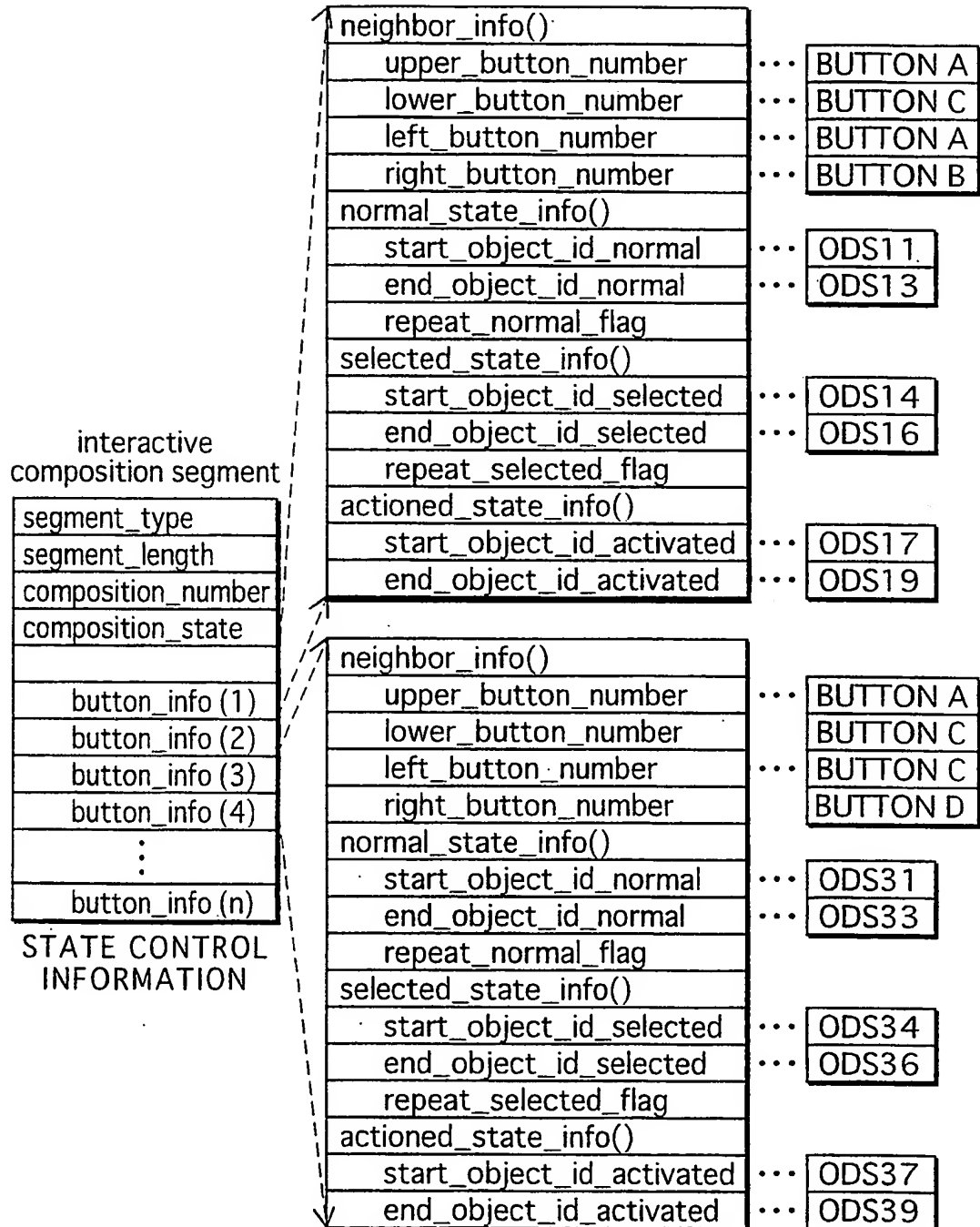


FIG.46



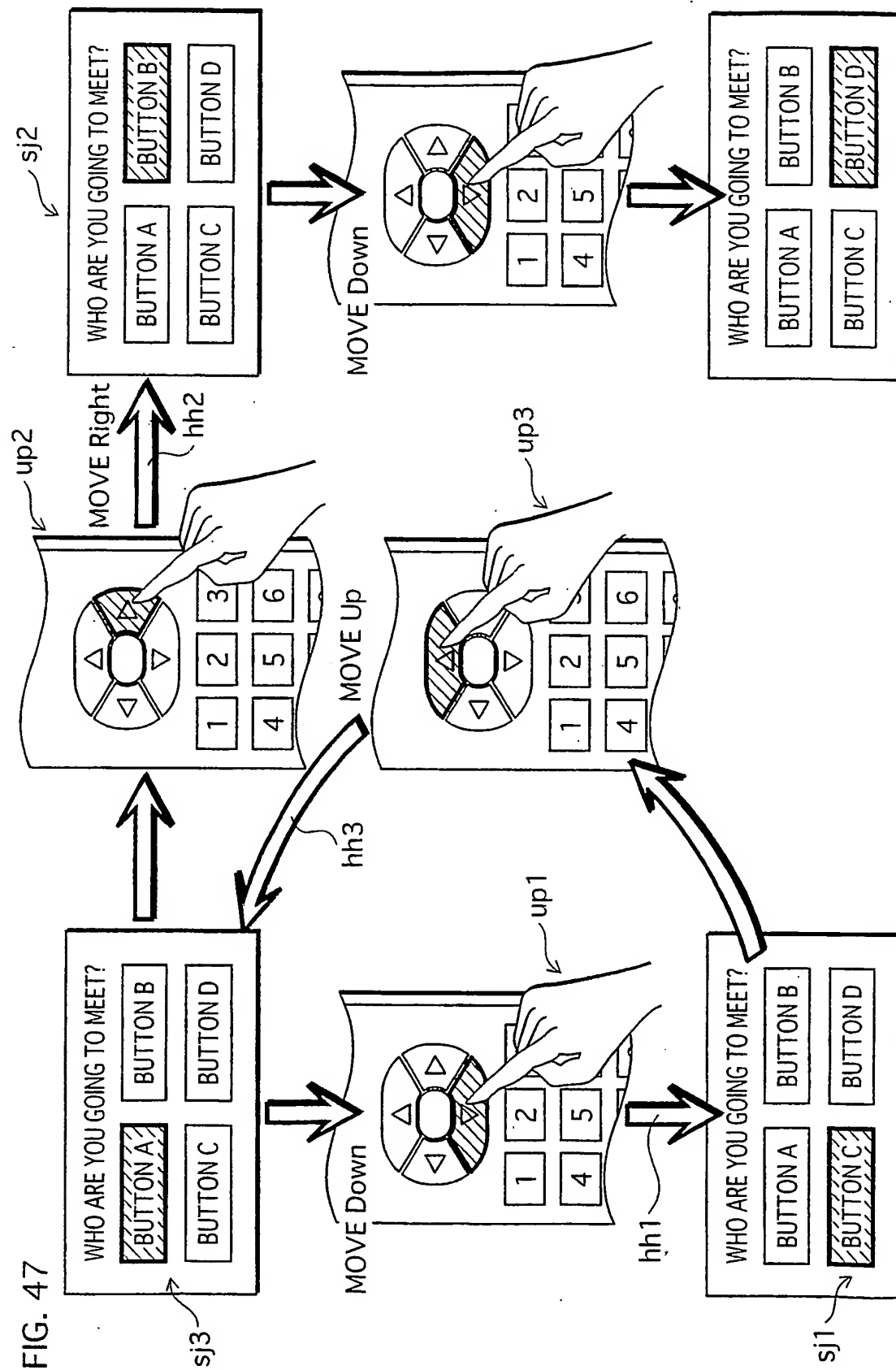


FIG.48





FIG.49

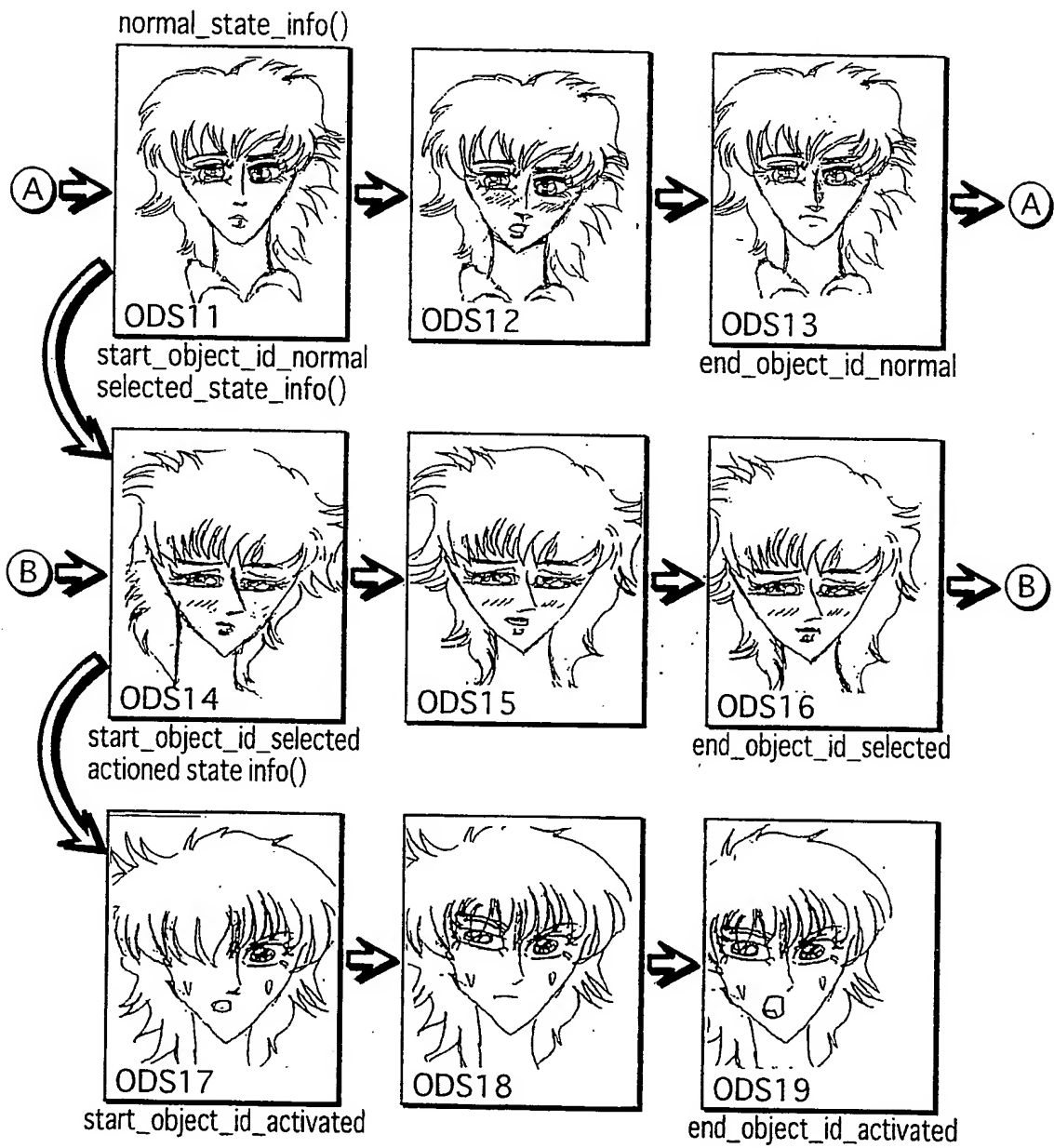


FIG. 50

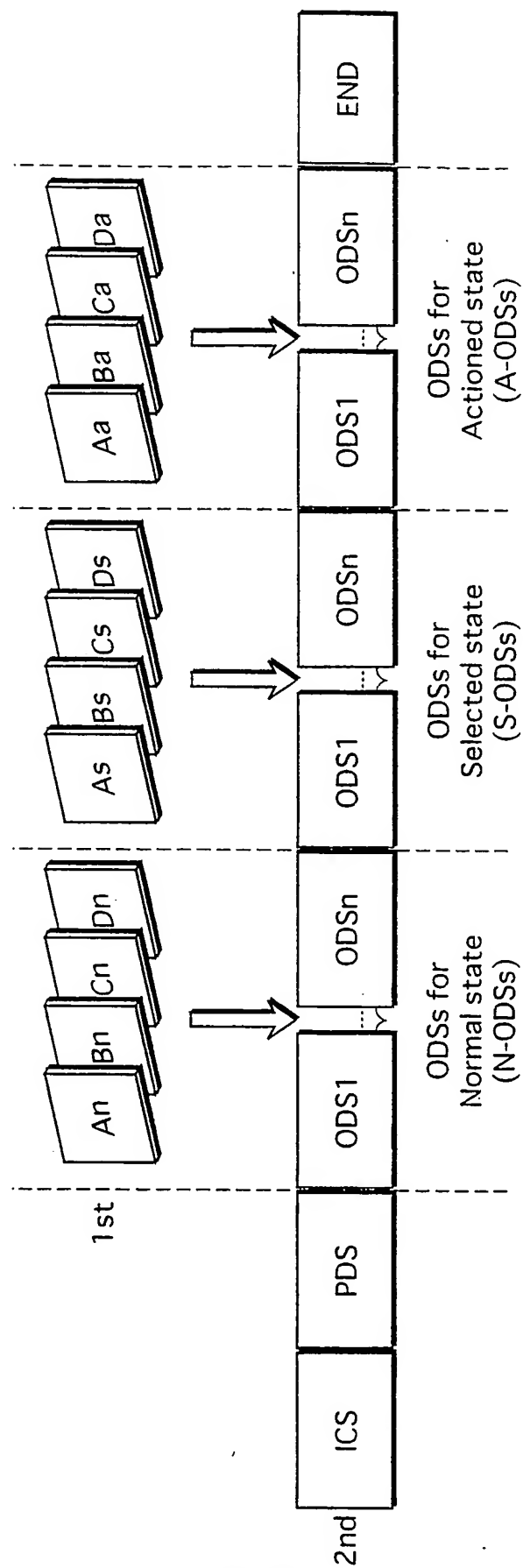
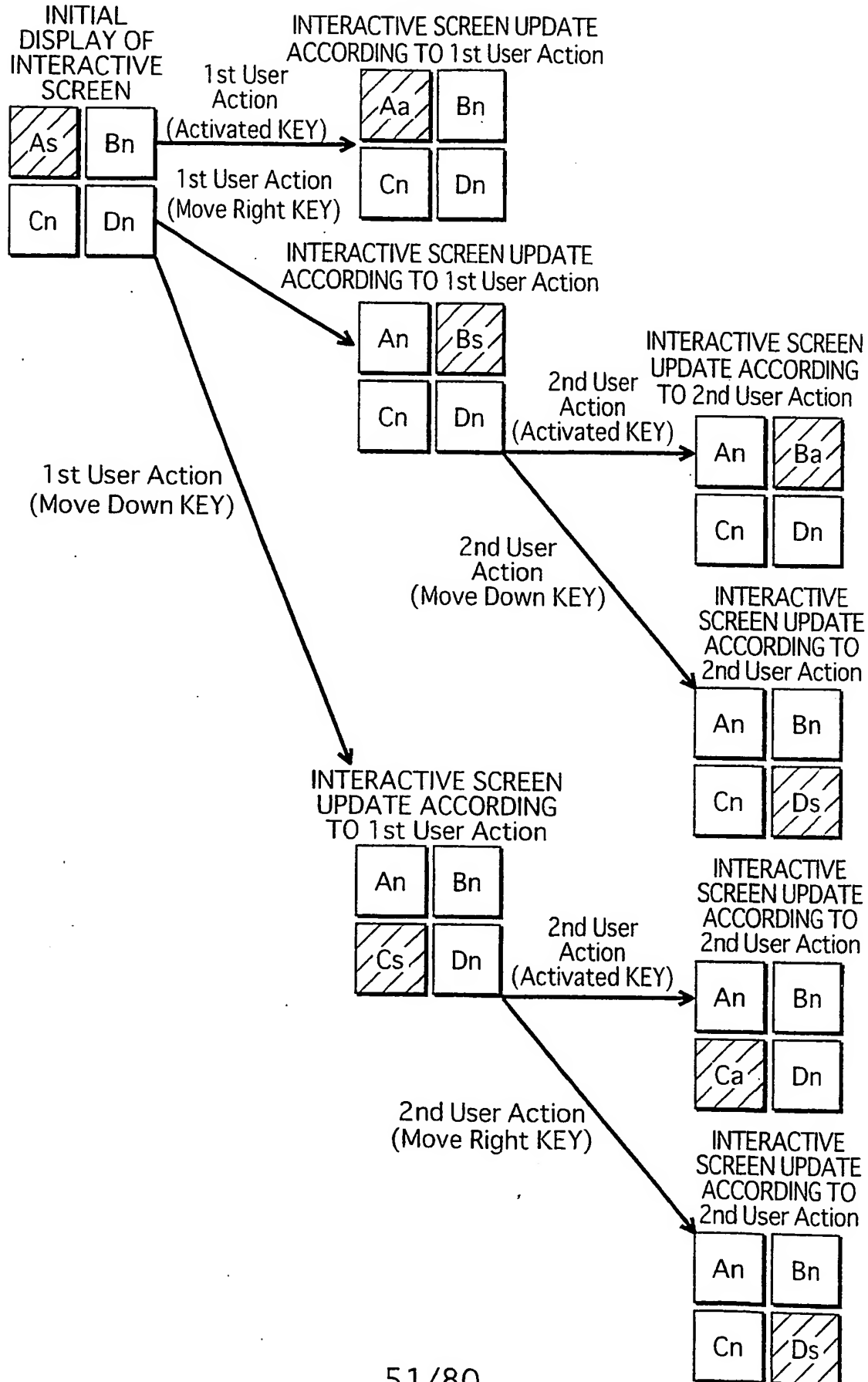


FIG.51



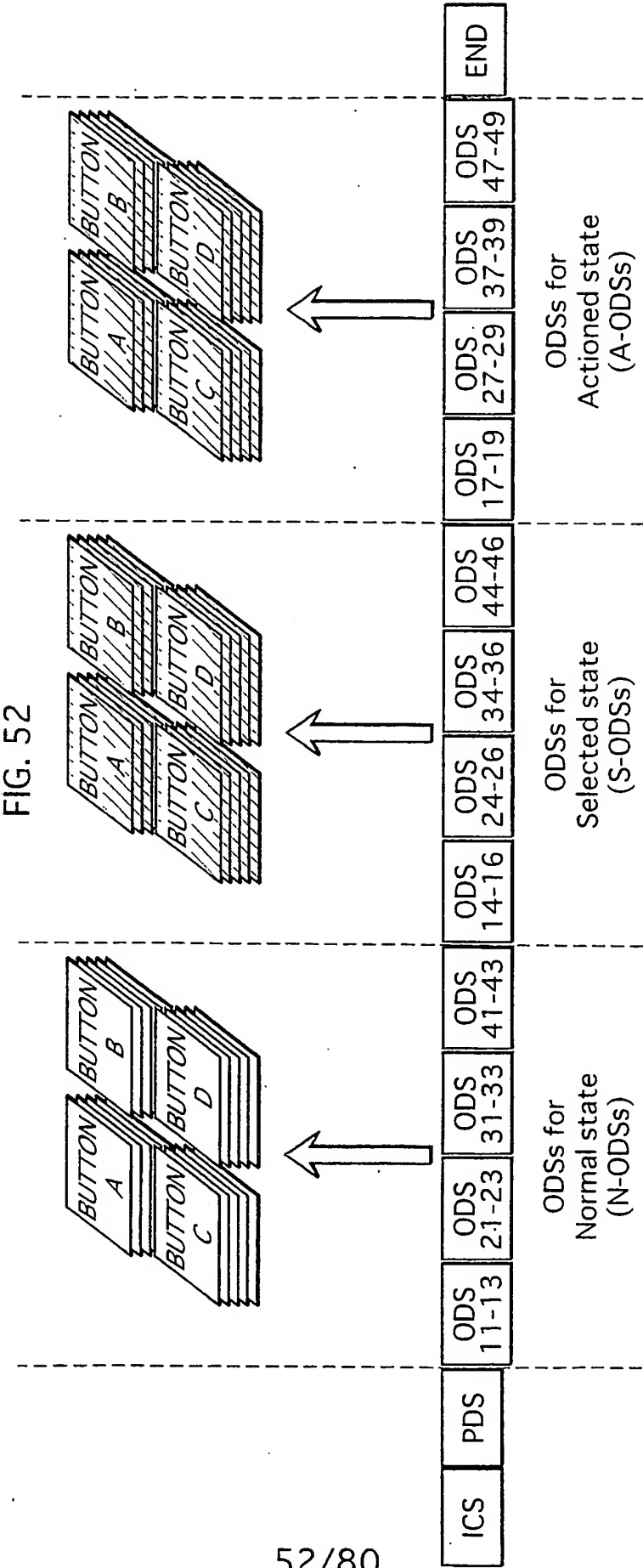


FIG. 53

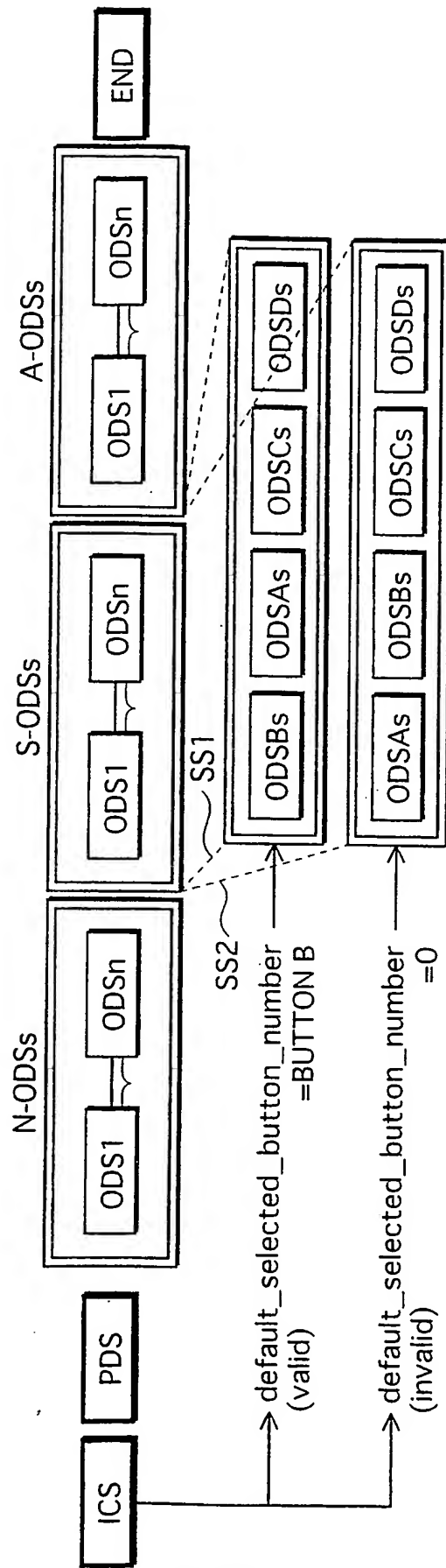


FIG. 54A

default\_selected\_button\_number is indicated

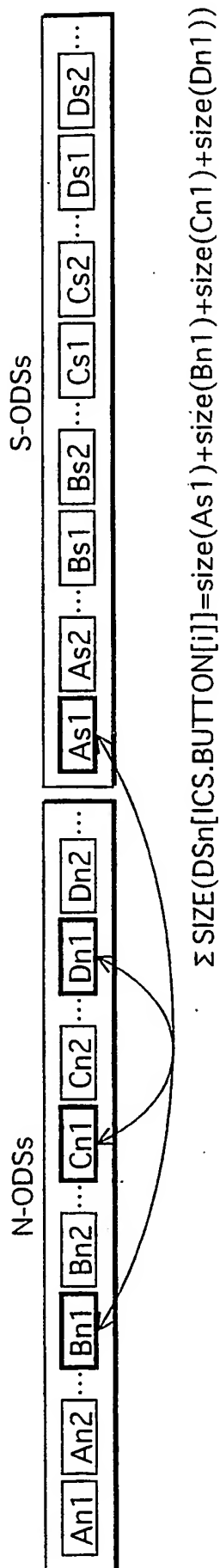


FIG. 54B

default\_selected\_button\_number=0

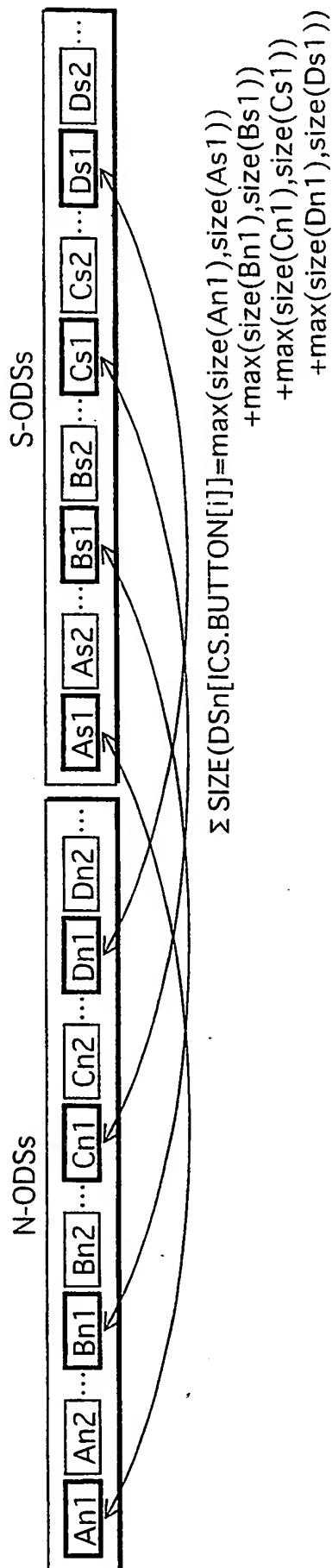


FIG. 55

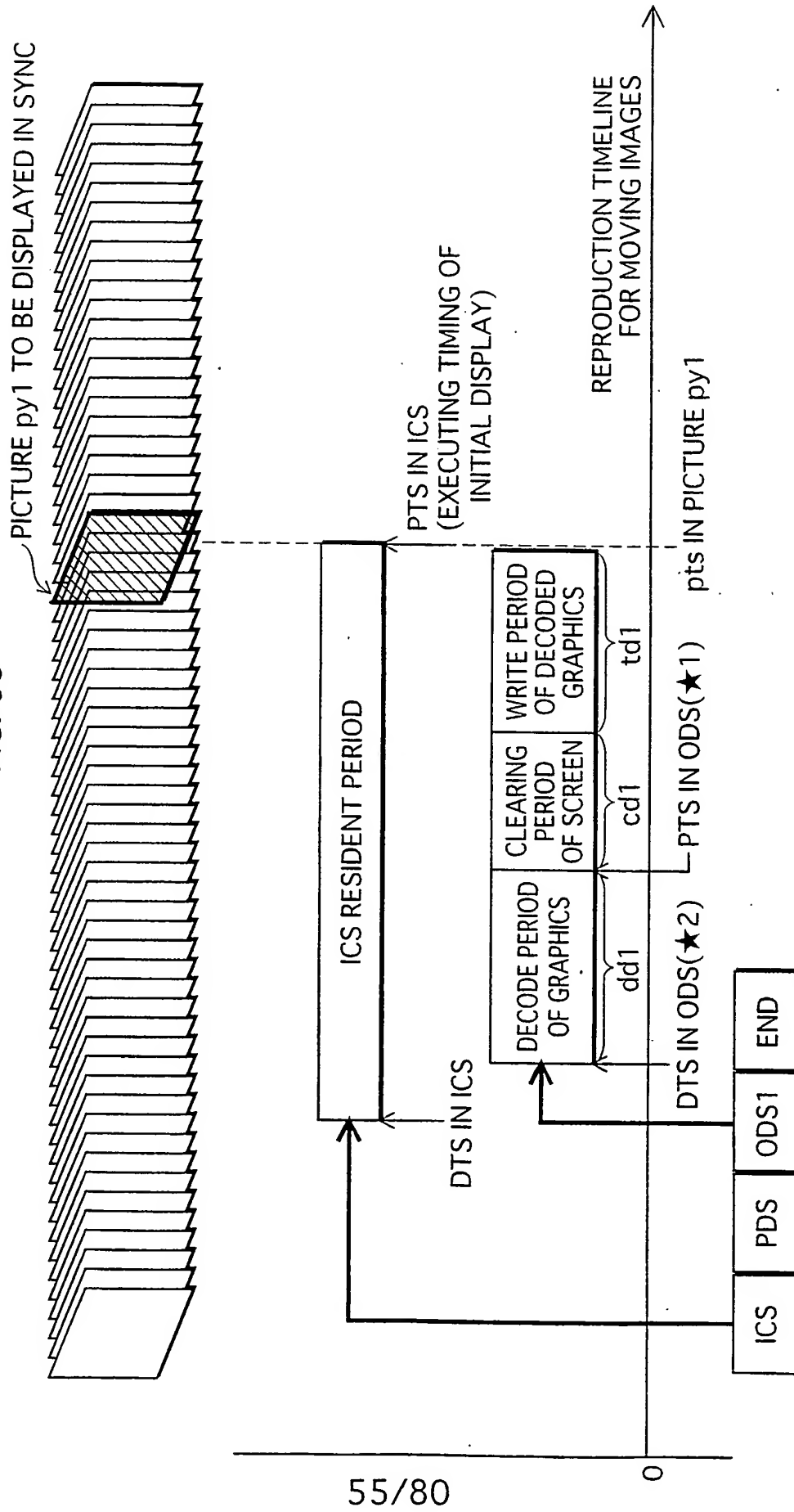


FIG. 56

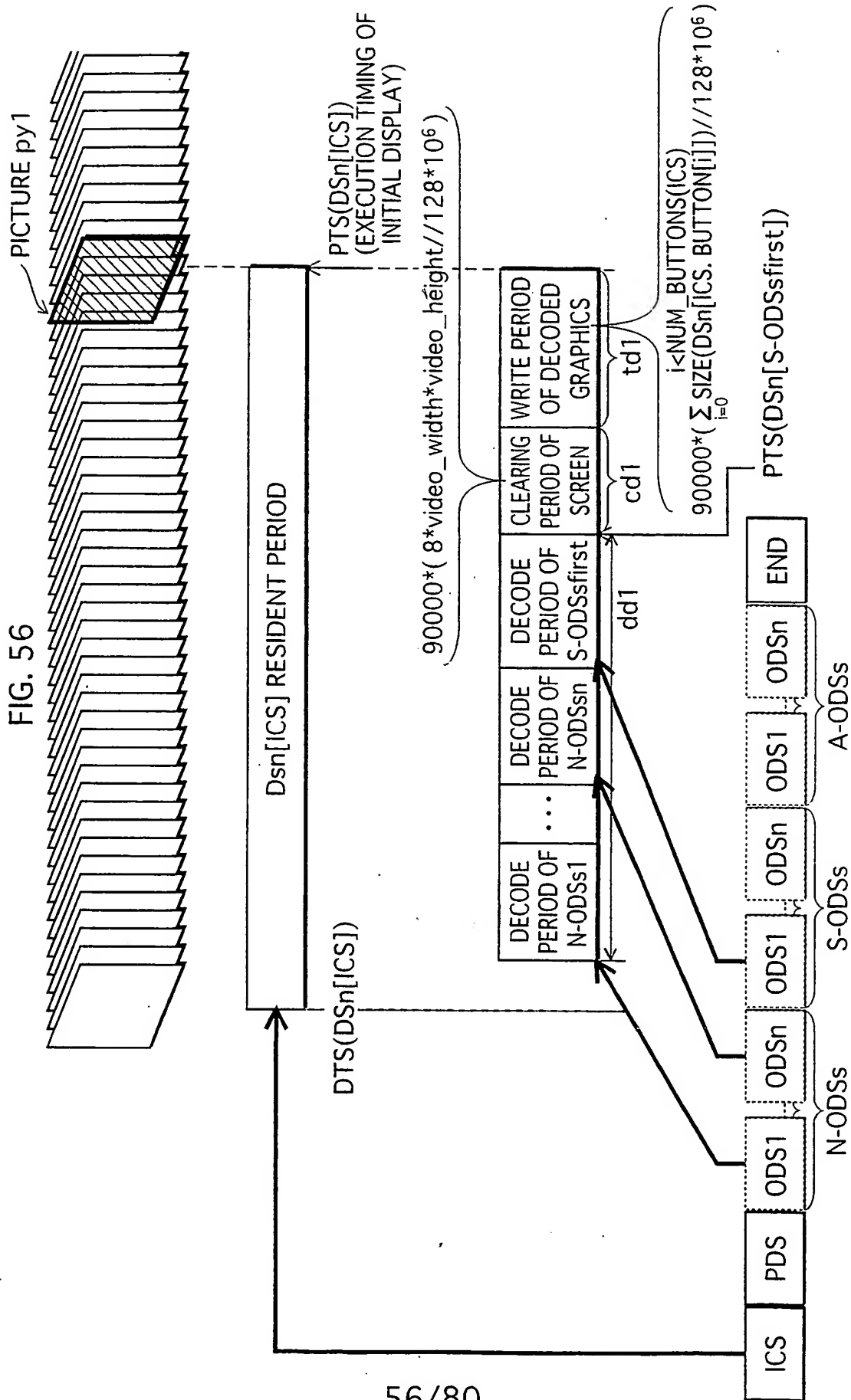






FIG. 58

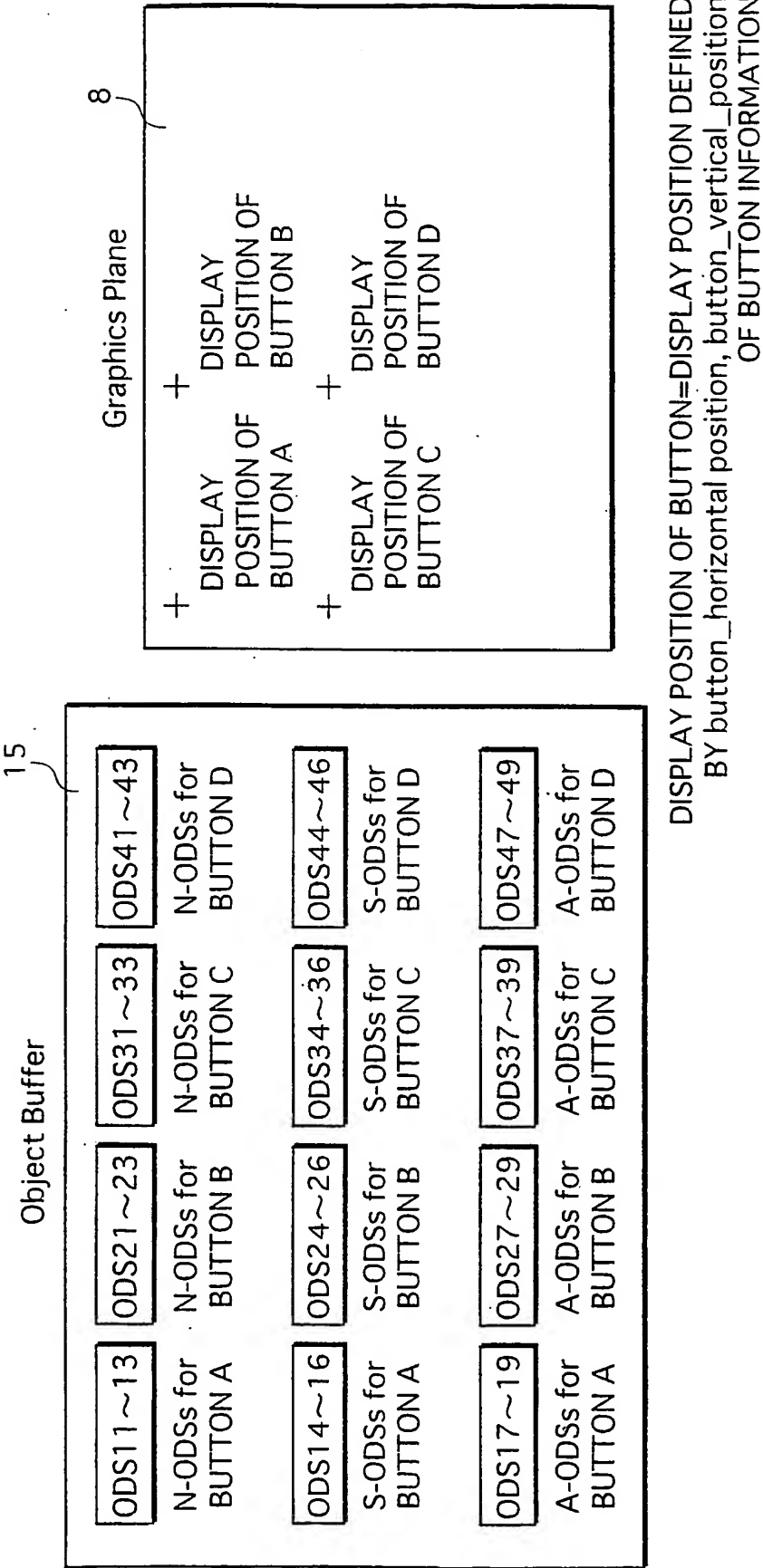


FIG. 59

WRITE OPERATION OF Graphics Controller AT INITIAL DISPLAY

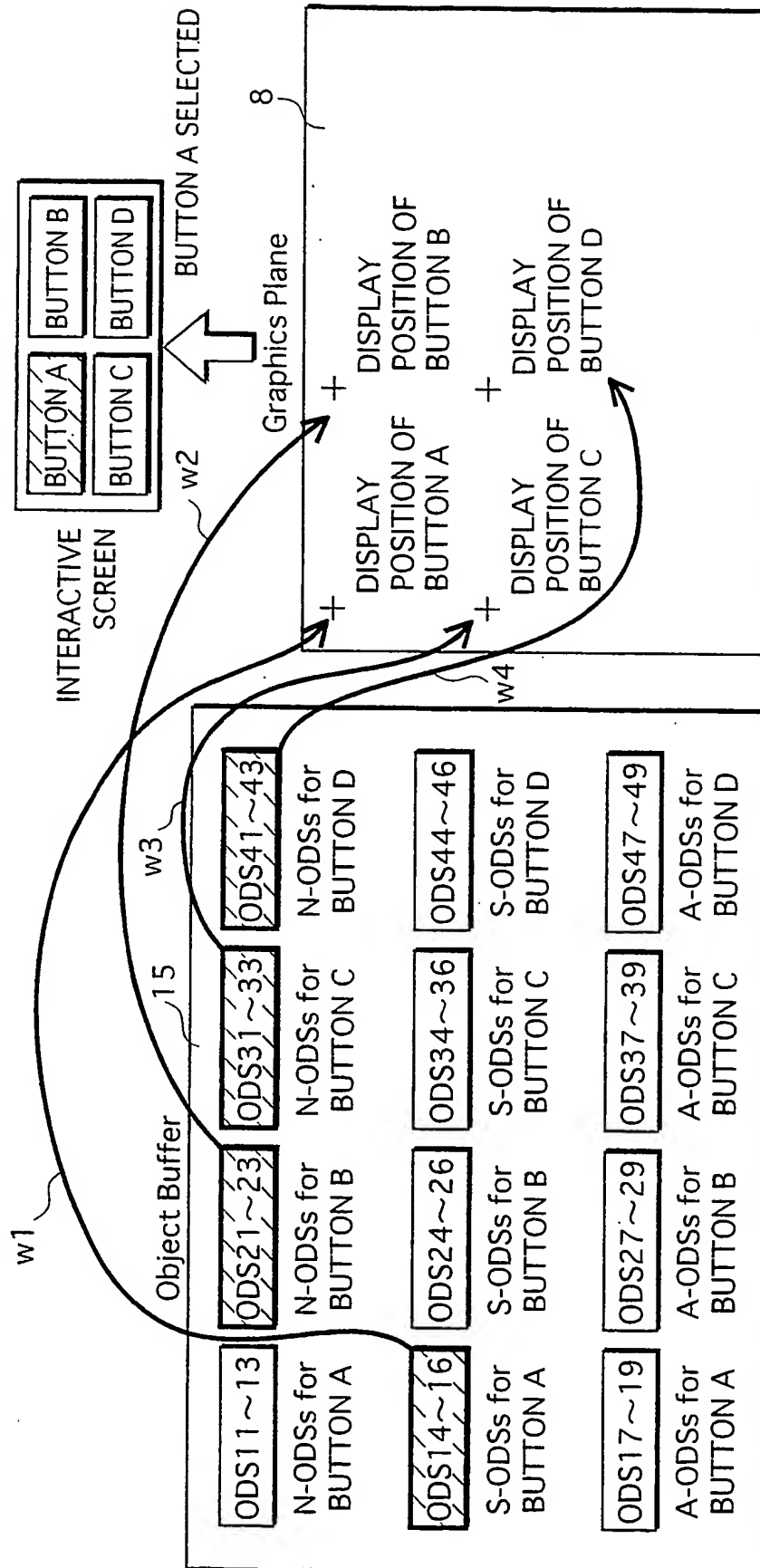
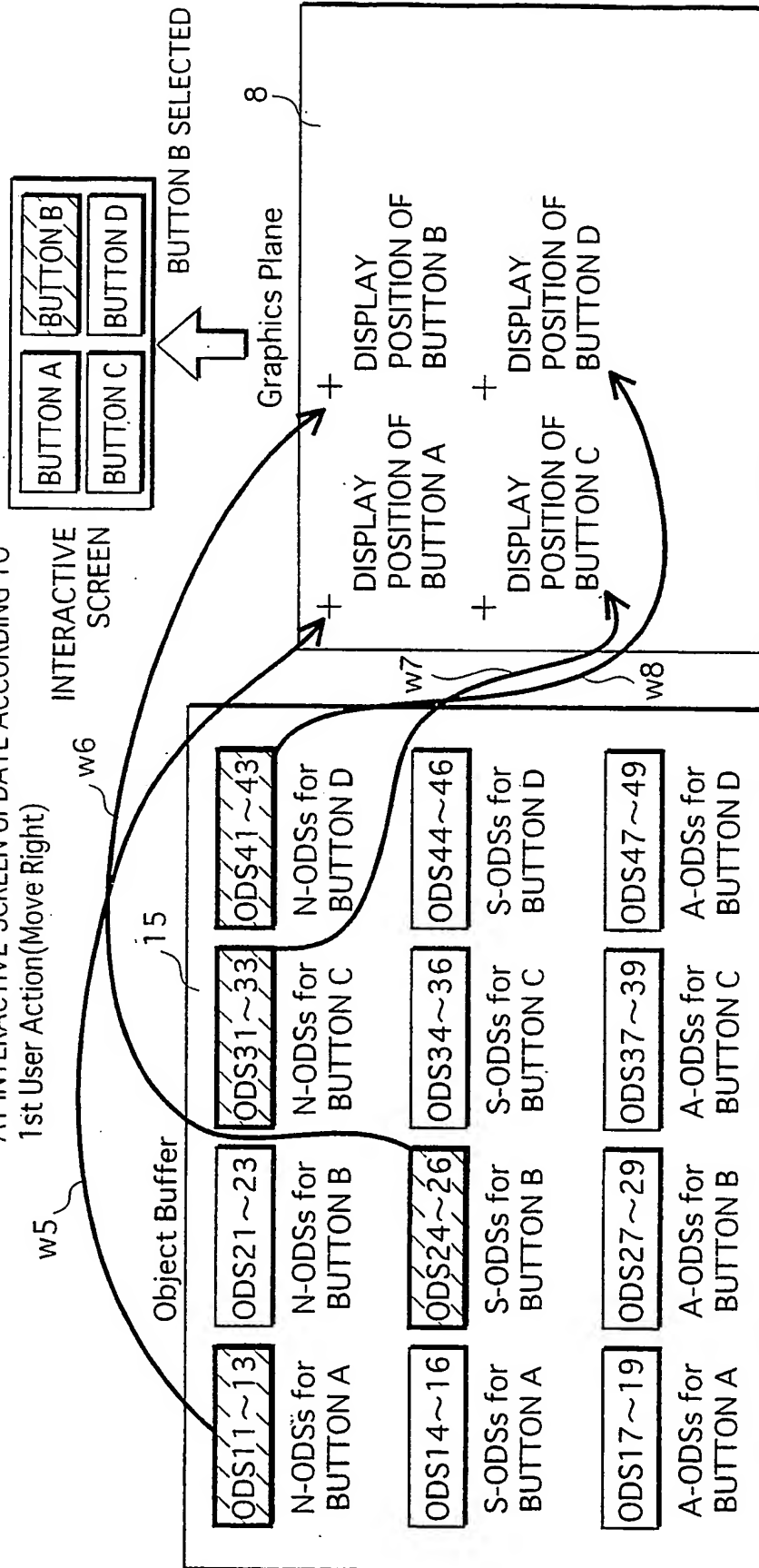


FIG. 60

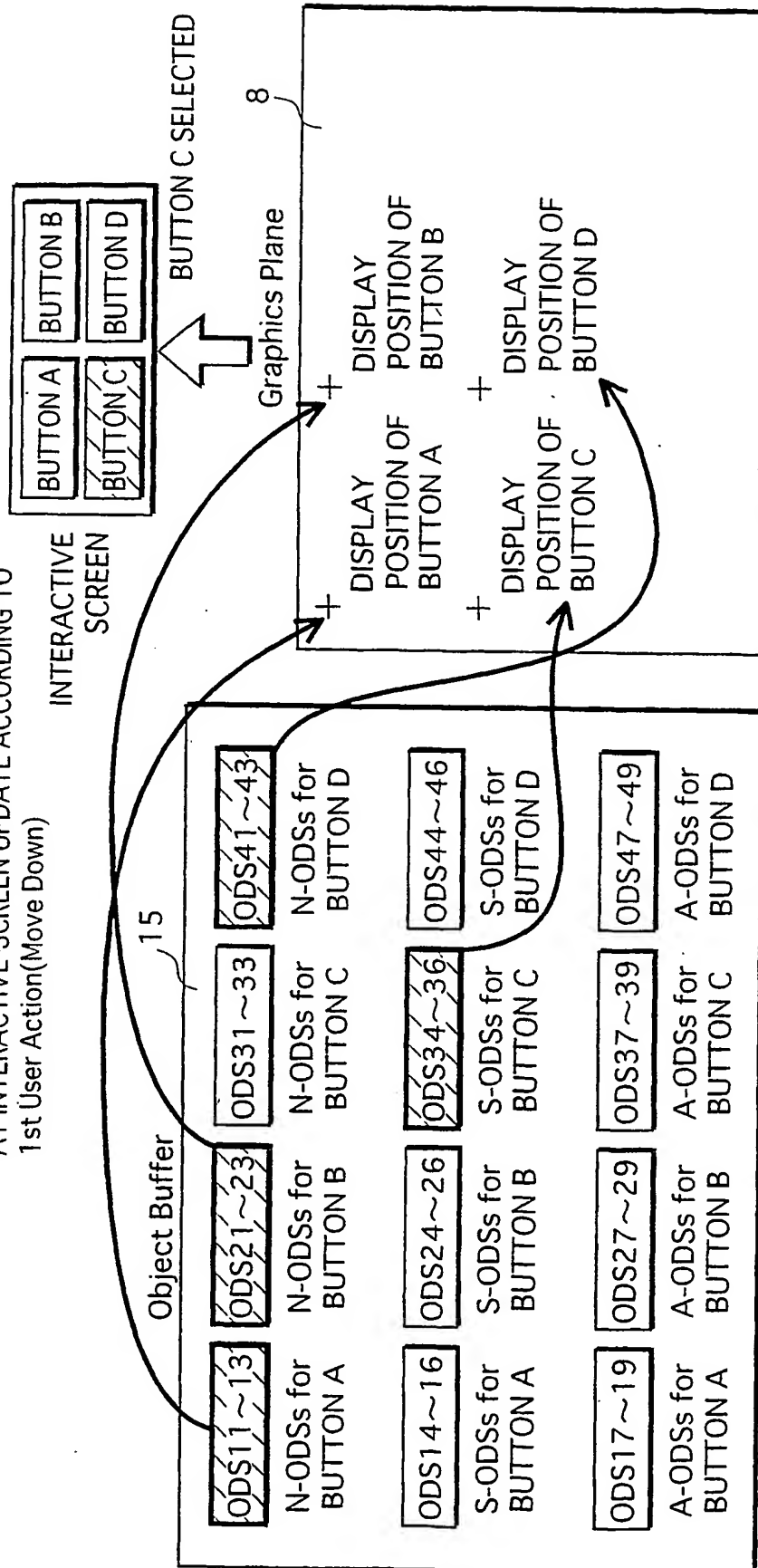
WRITE OPERATION OF Graphics Controller  
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO  
1st User Action(Move Right)



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED  
BY button\_horizontal position, button\_vertical\_position  
OF BUTTON INFORMATION

FIG. 61

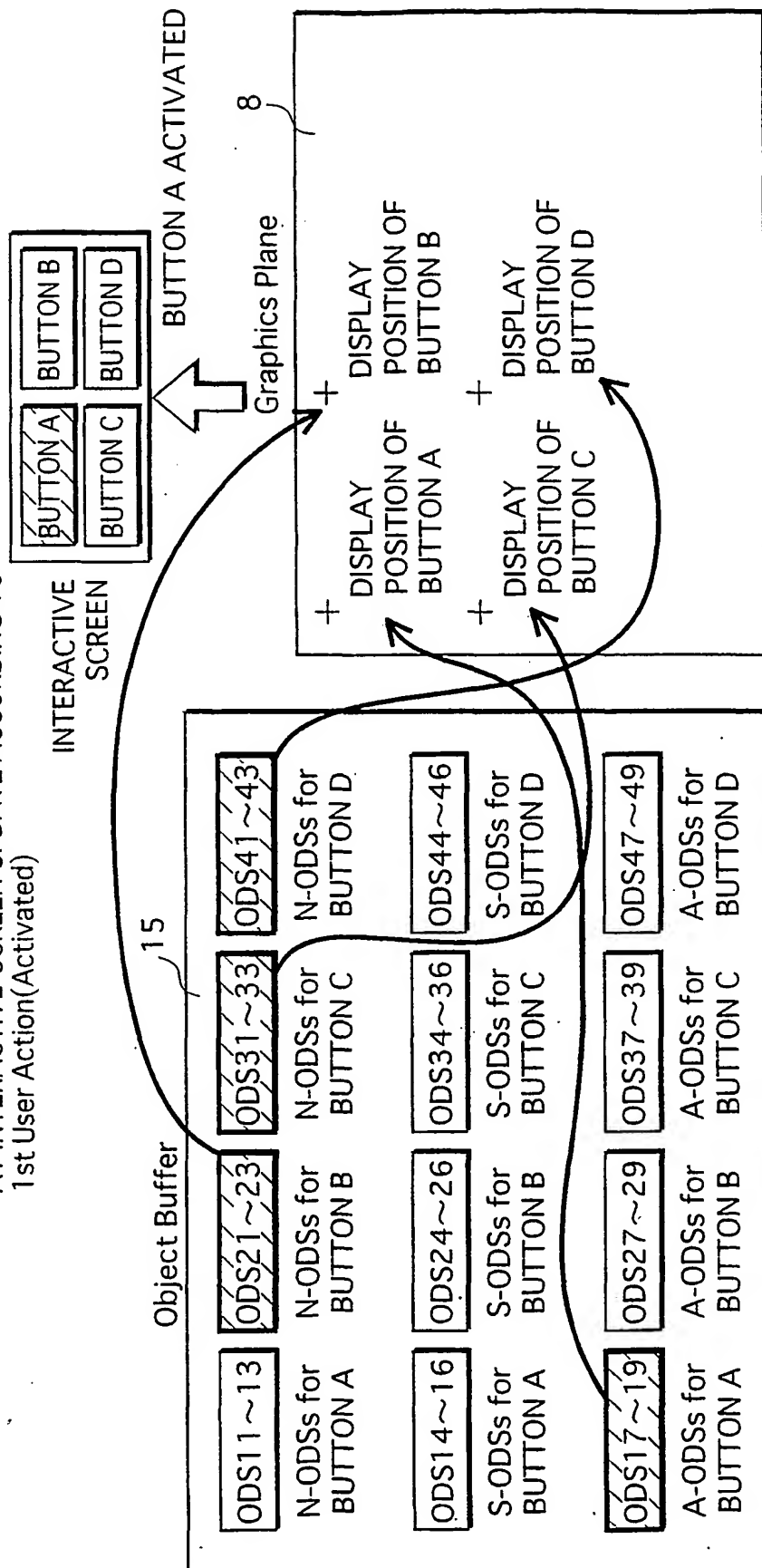
WRITE OPERATION OF Graphics Controller  
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO  
1st User Action(Move Down)



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED  
BY button\_horizontal\_position, button\_vertical\_position  
OF BUTTON INFORMATION

FIG. 62

WRITE OPERATION OF Graphics Controller  
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO  
1st User Action(Activated)



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED  
BY button\_horizontal position, button\_vertical\_position  
OF BUTTON INFORMATION



A CASE WHERE DEFAULT SELECTED  
BUTTON HAS NOT BEEN DETERMINED

FIG. 64

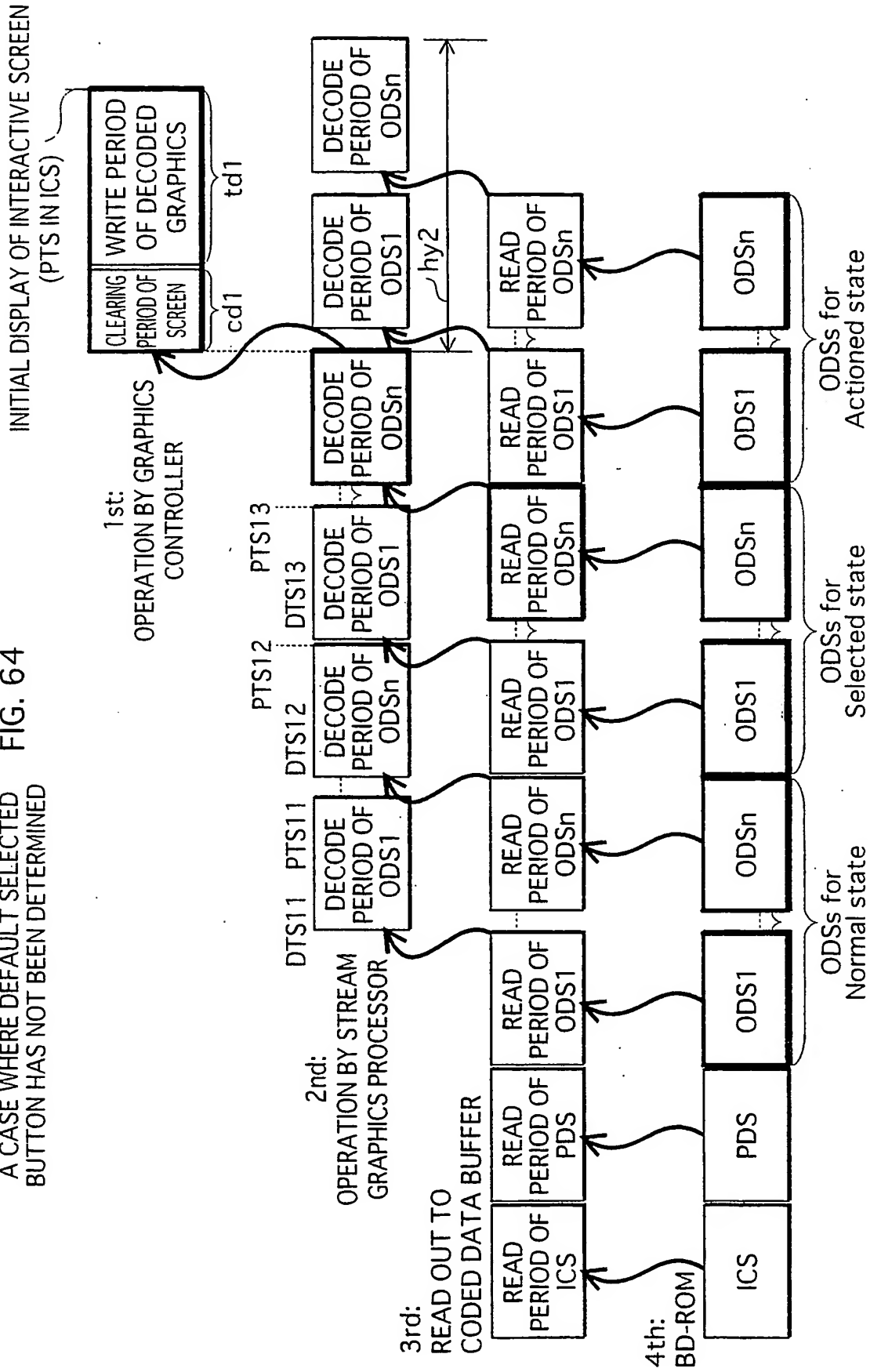






FIG. 66

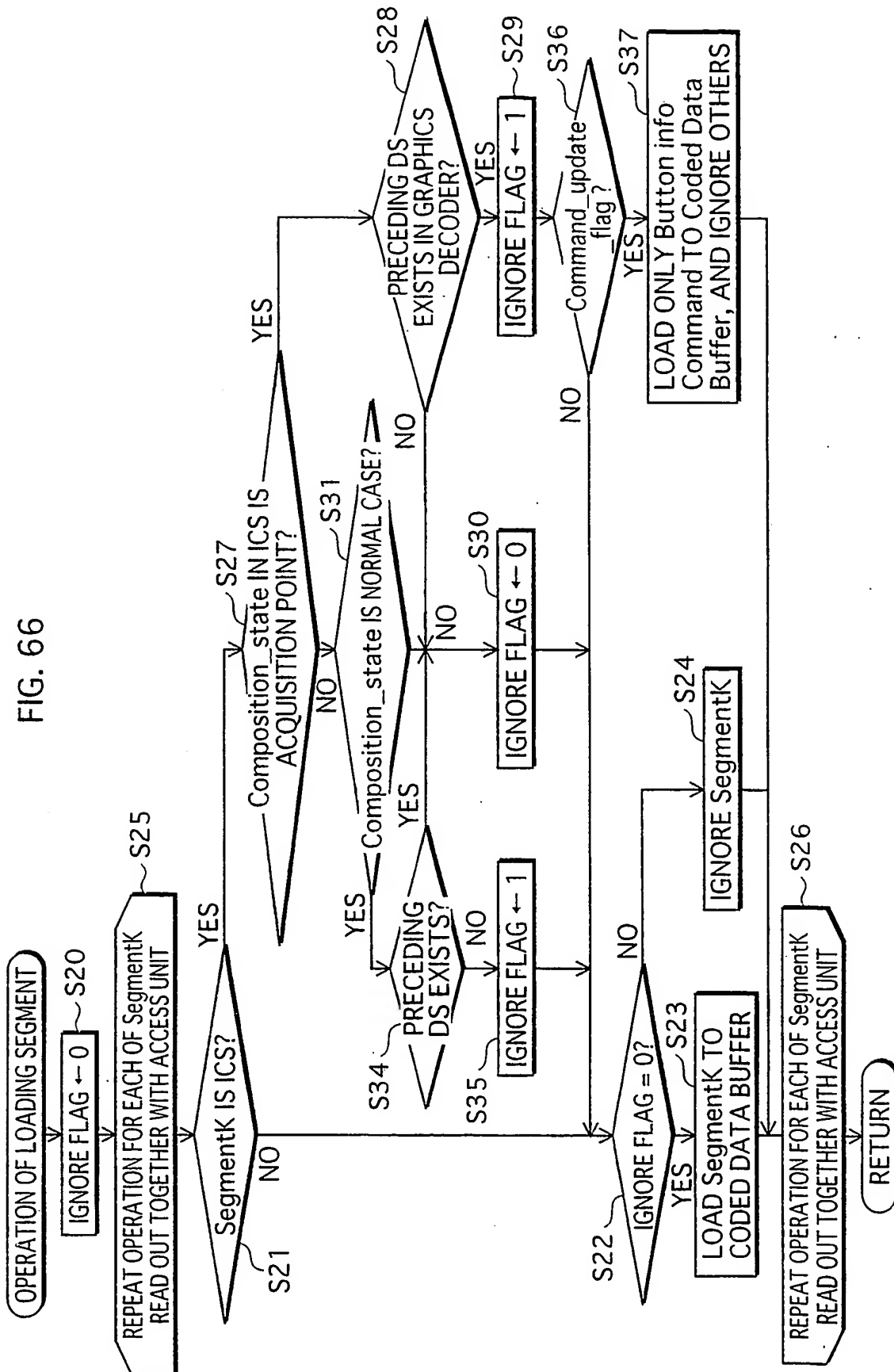


FIG. 67

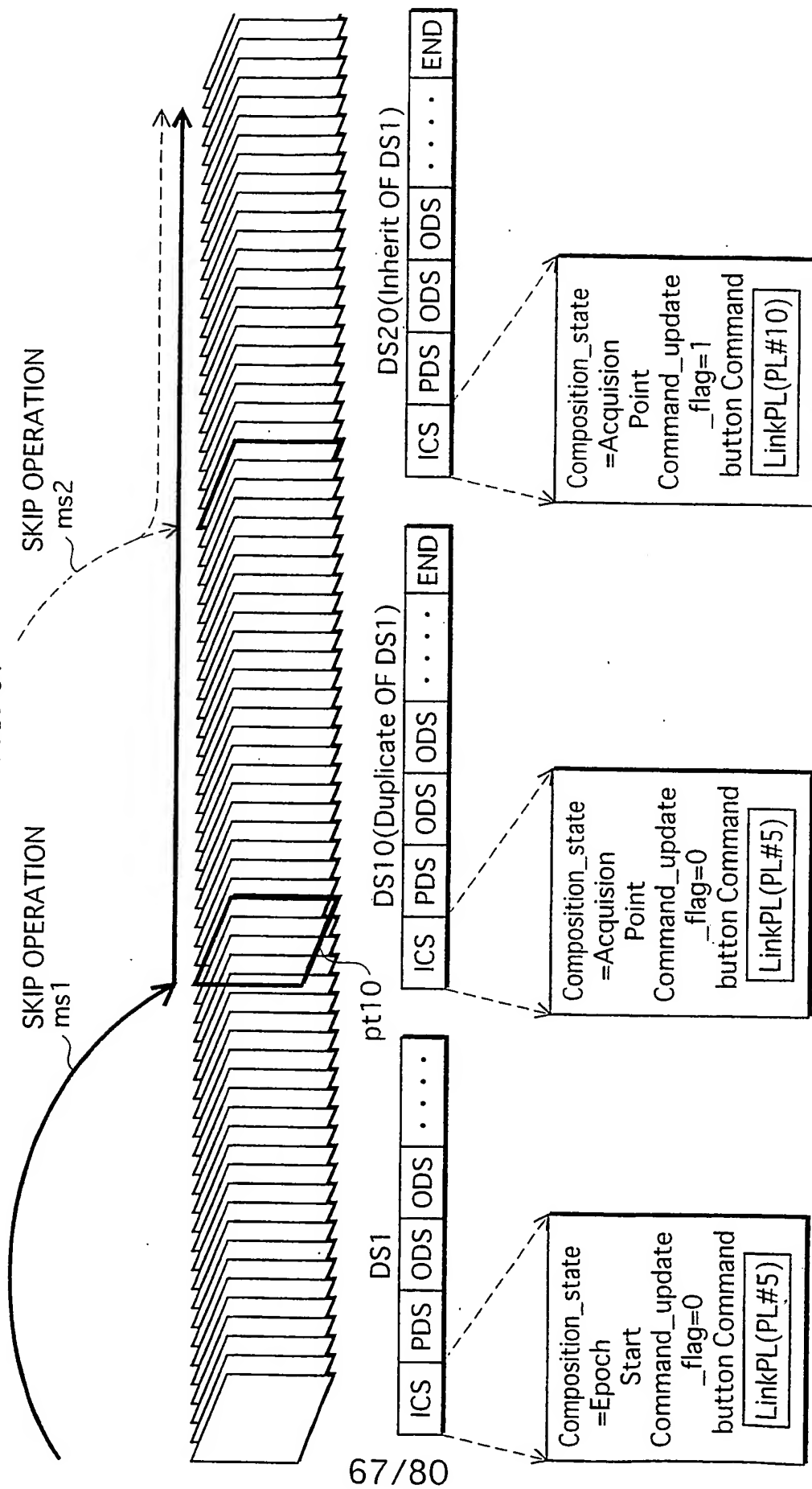


FIG. 68

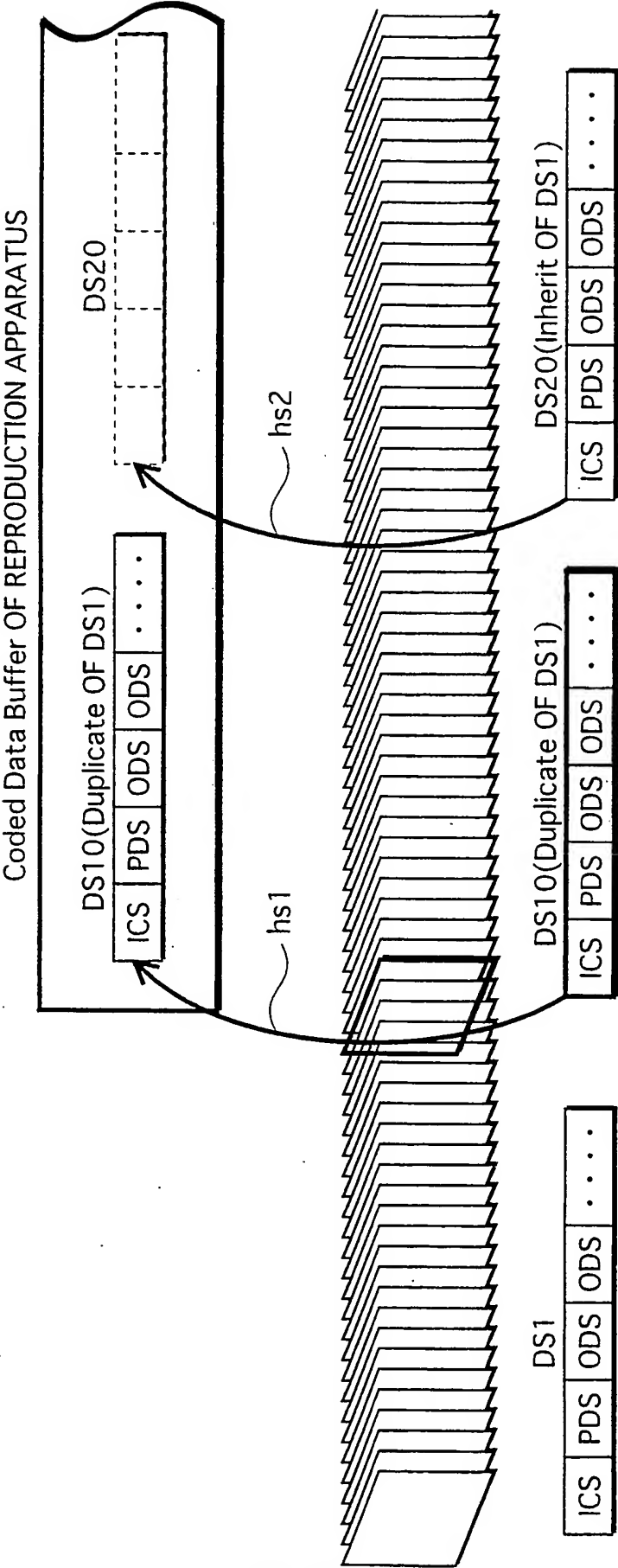


FIG. 69

NORMAL REPRODUCTION

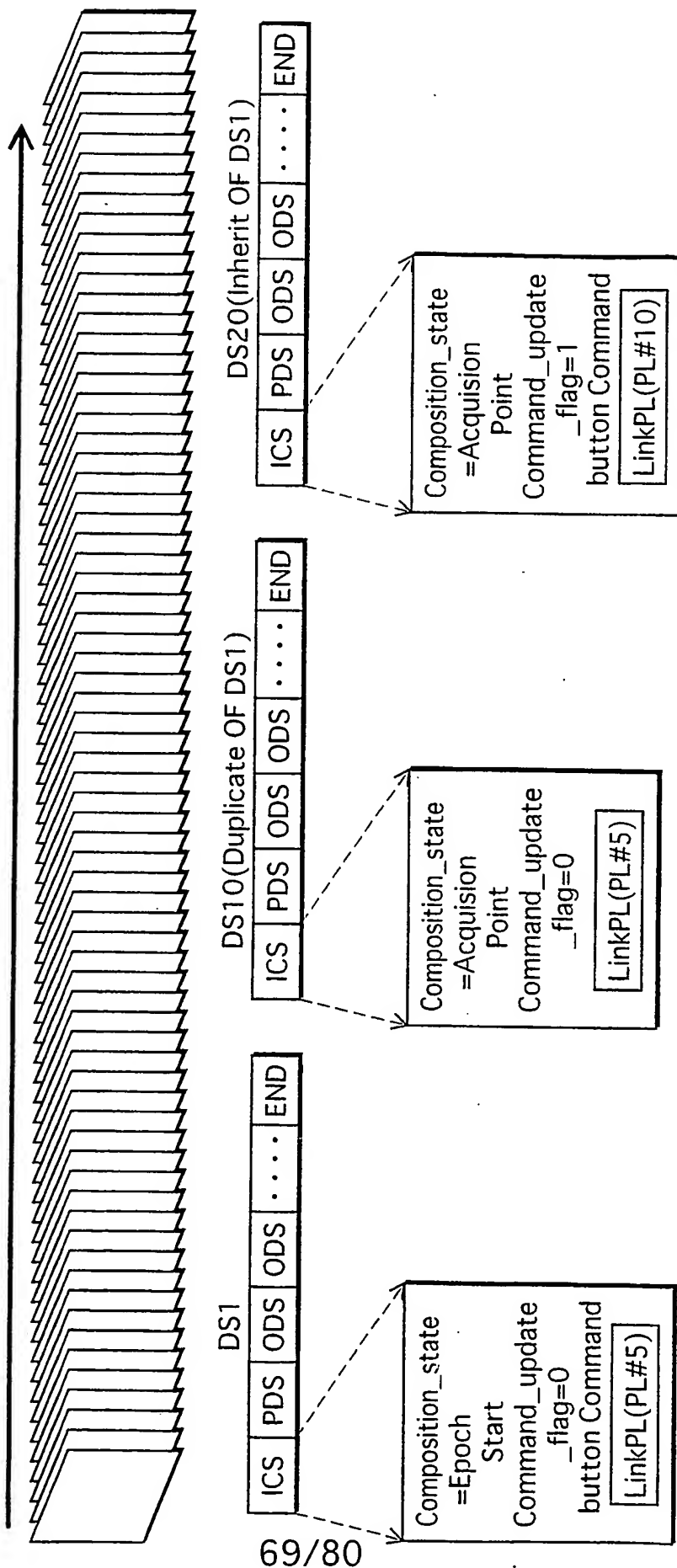


FIG. 70  
Coded Data Buffer of REPRODUCTION APPARATUS

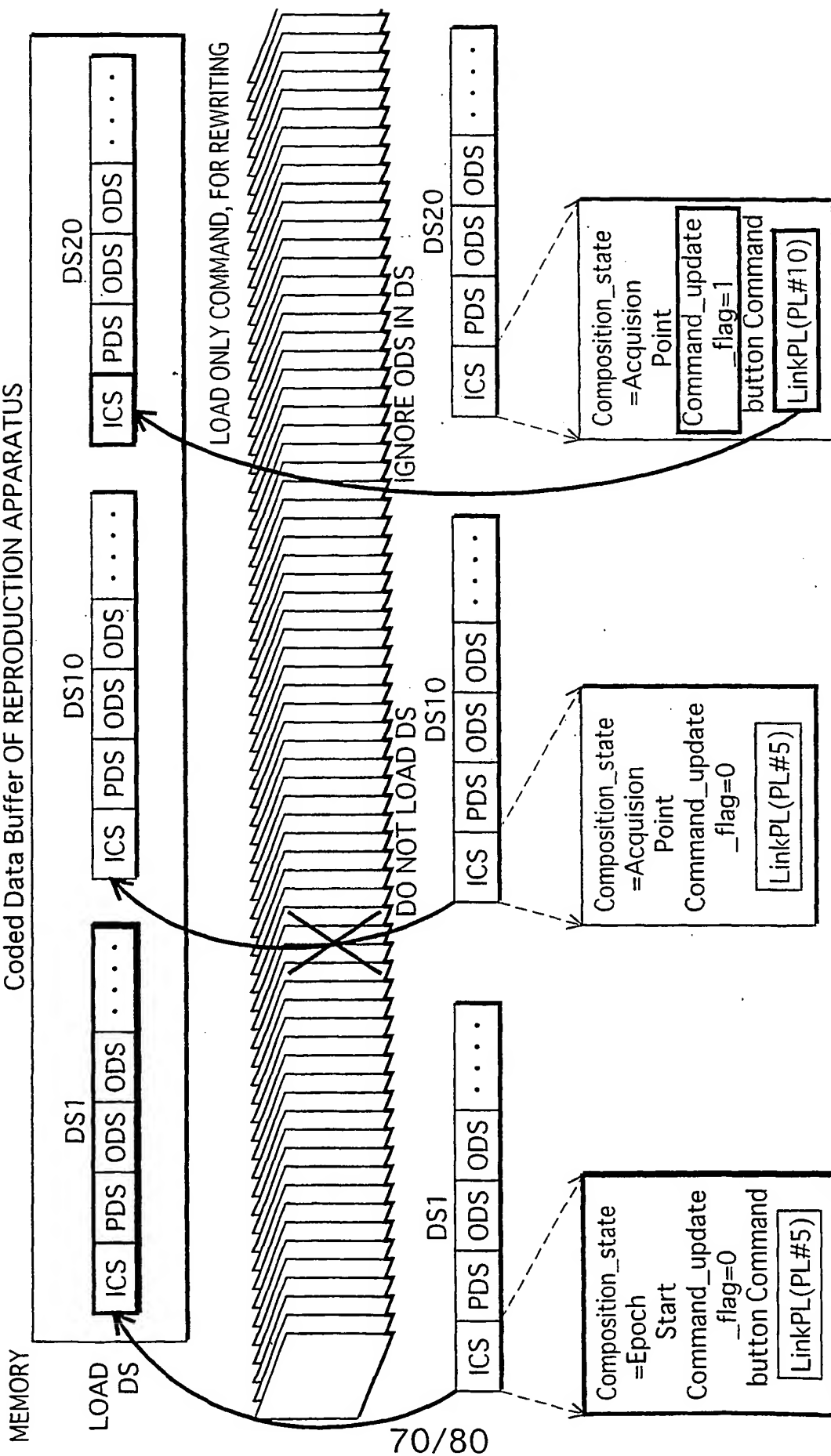


FIG.71

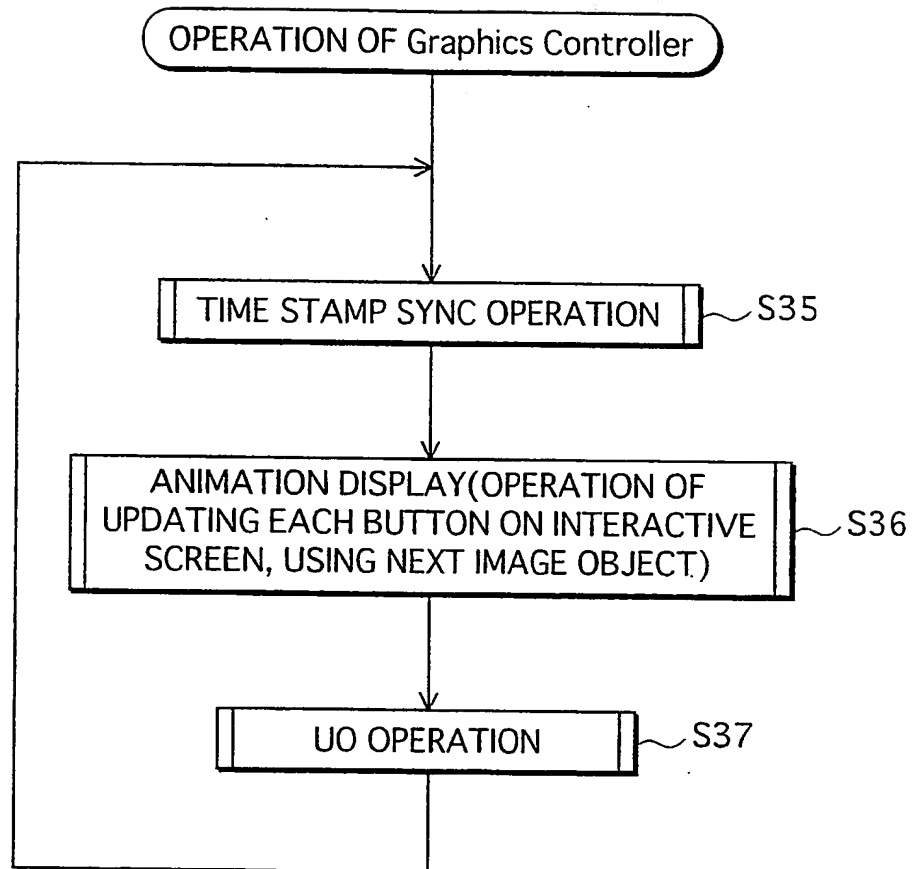


FIG.72

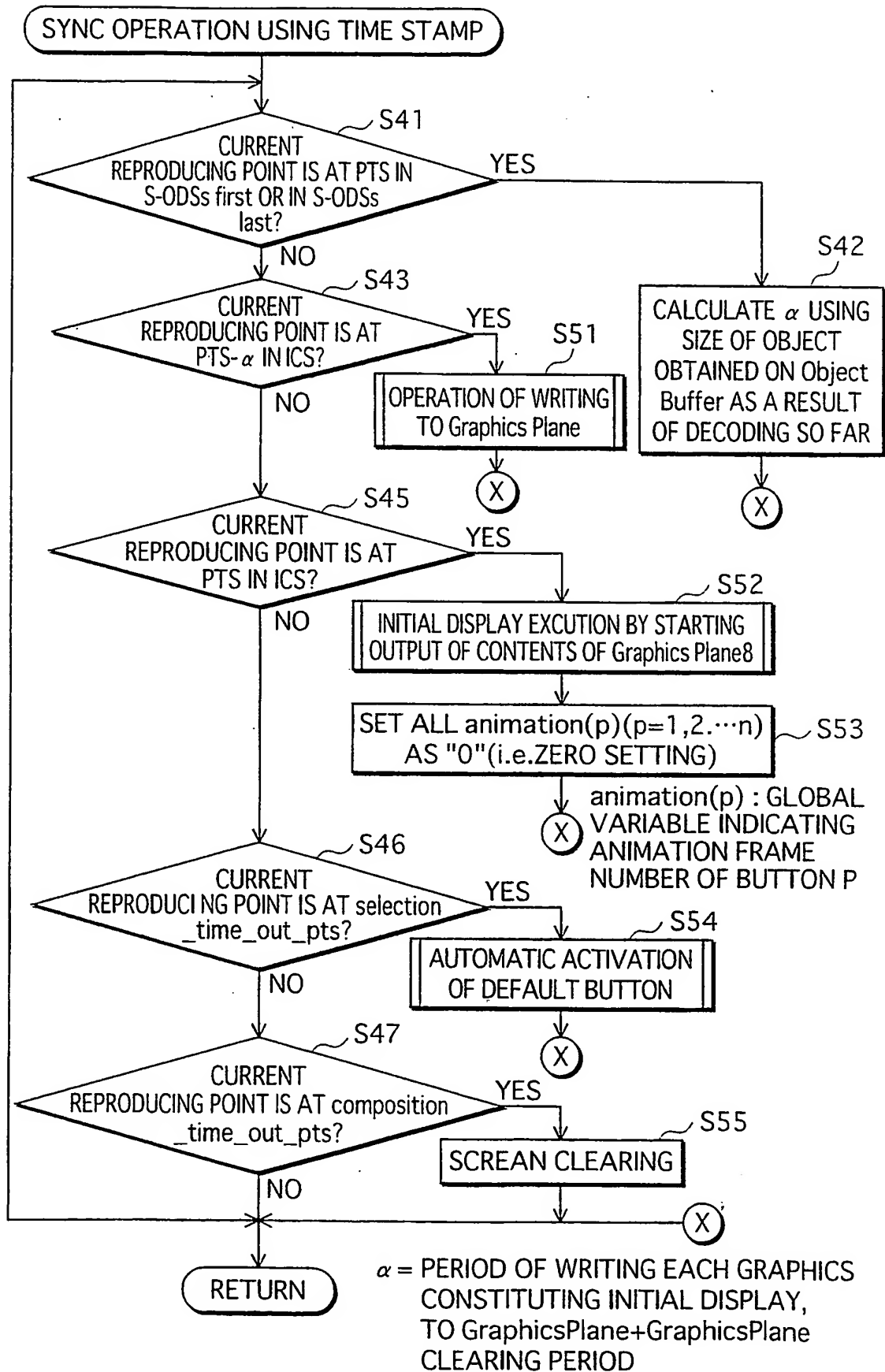




FIG. 73

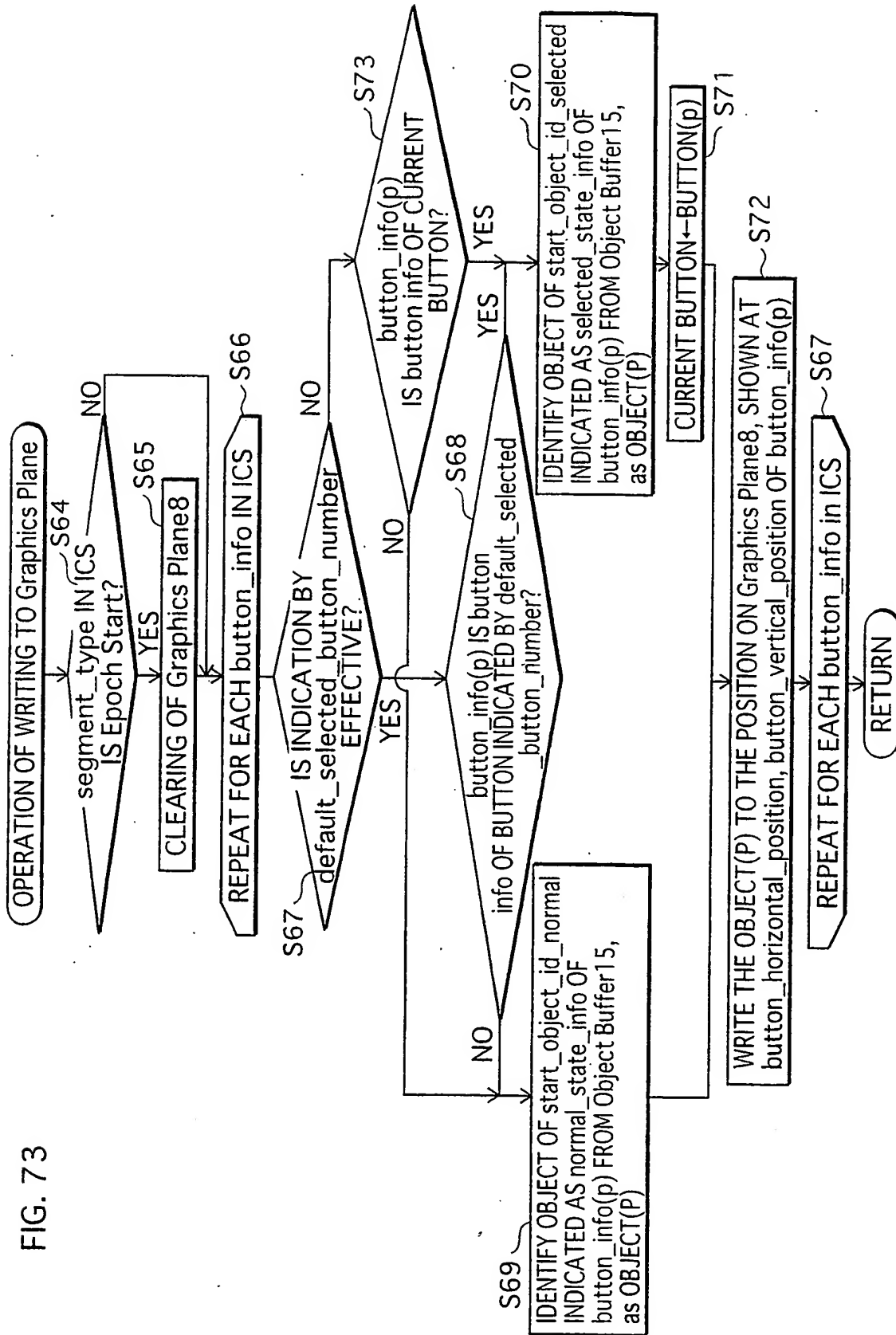


FIG.74

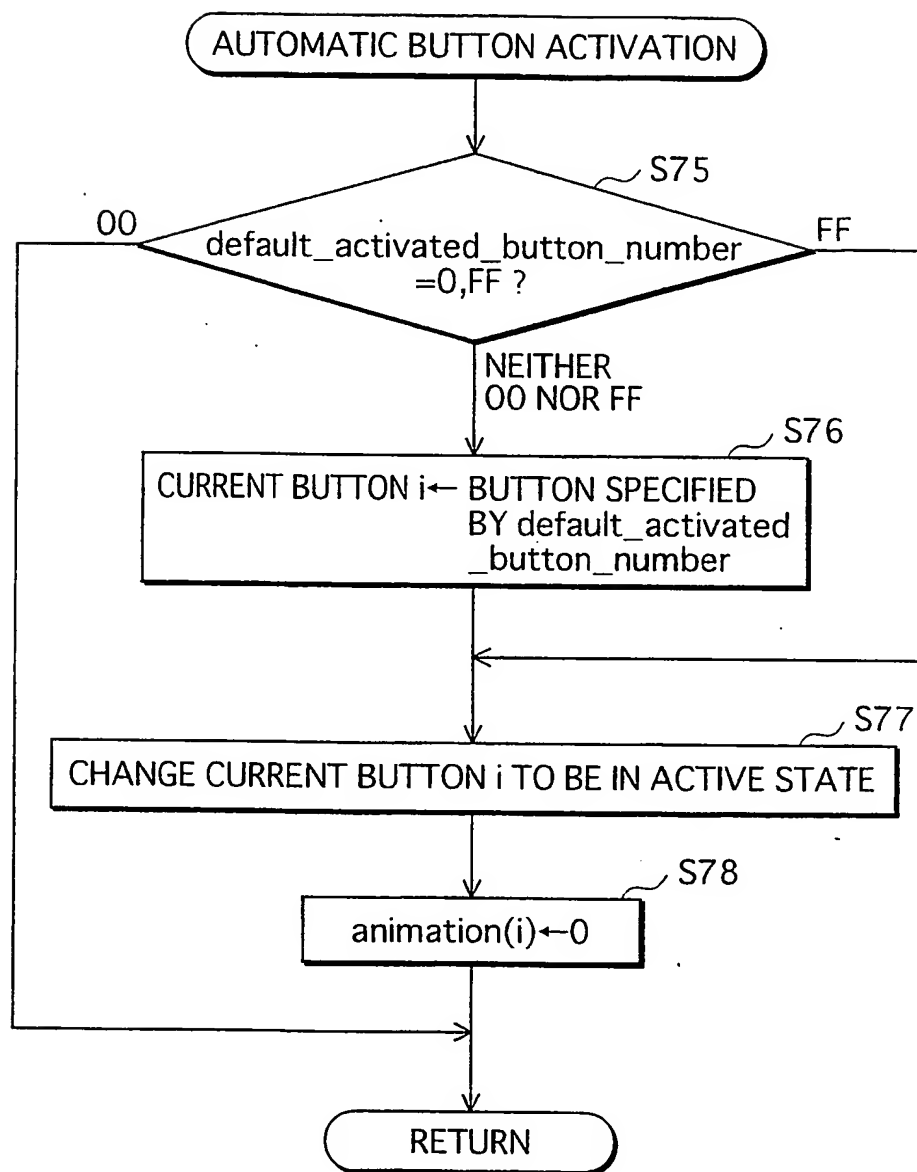


FIG.75

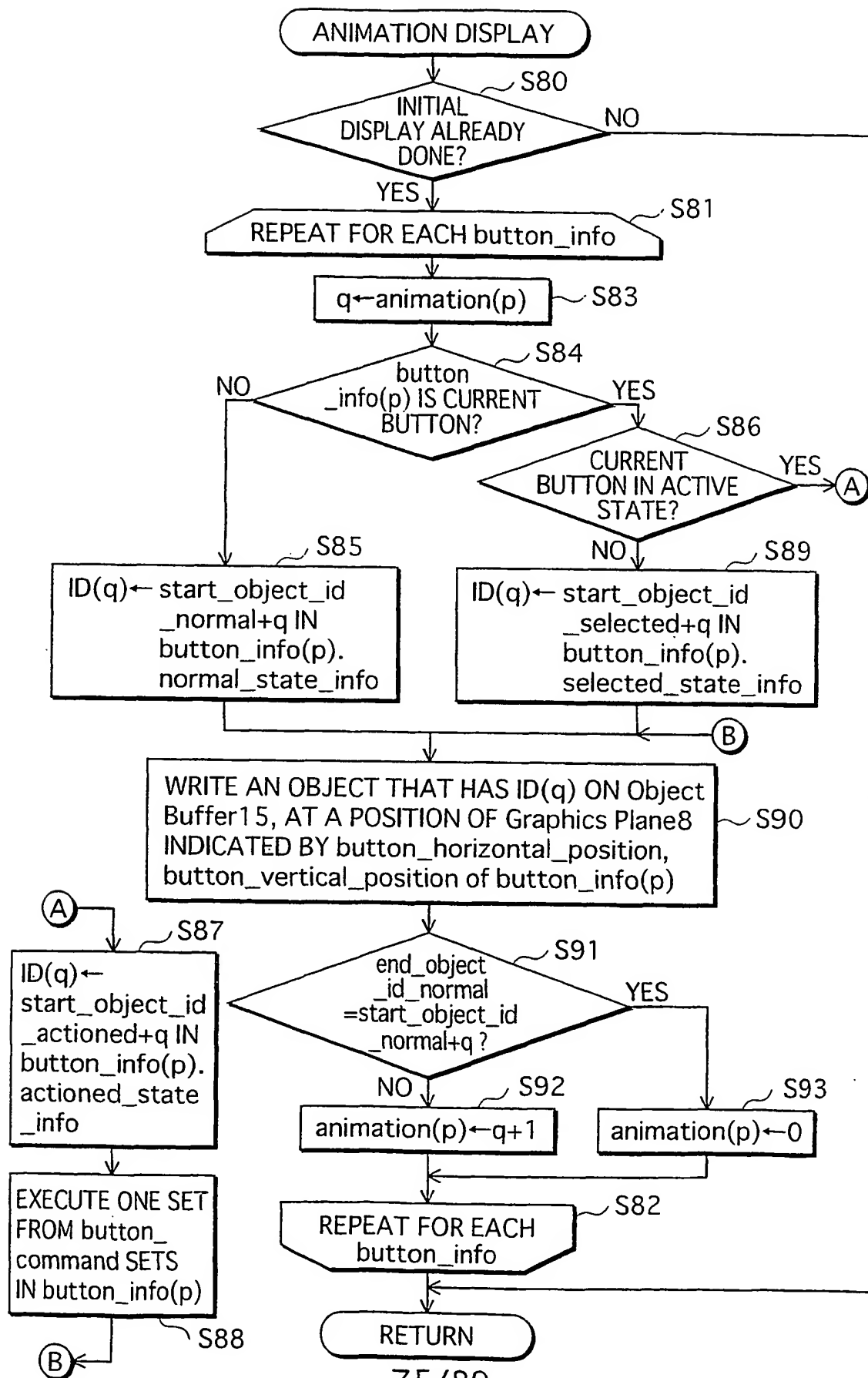


FIG. 76

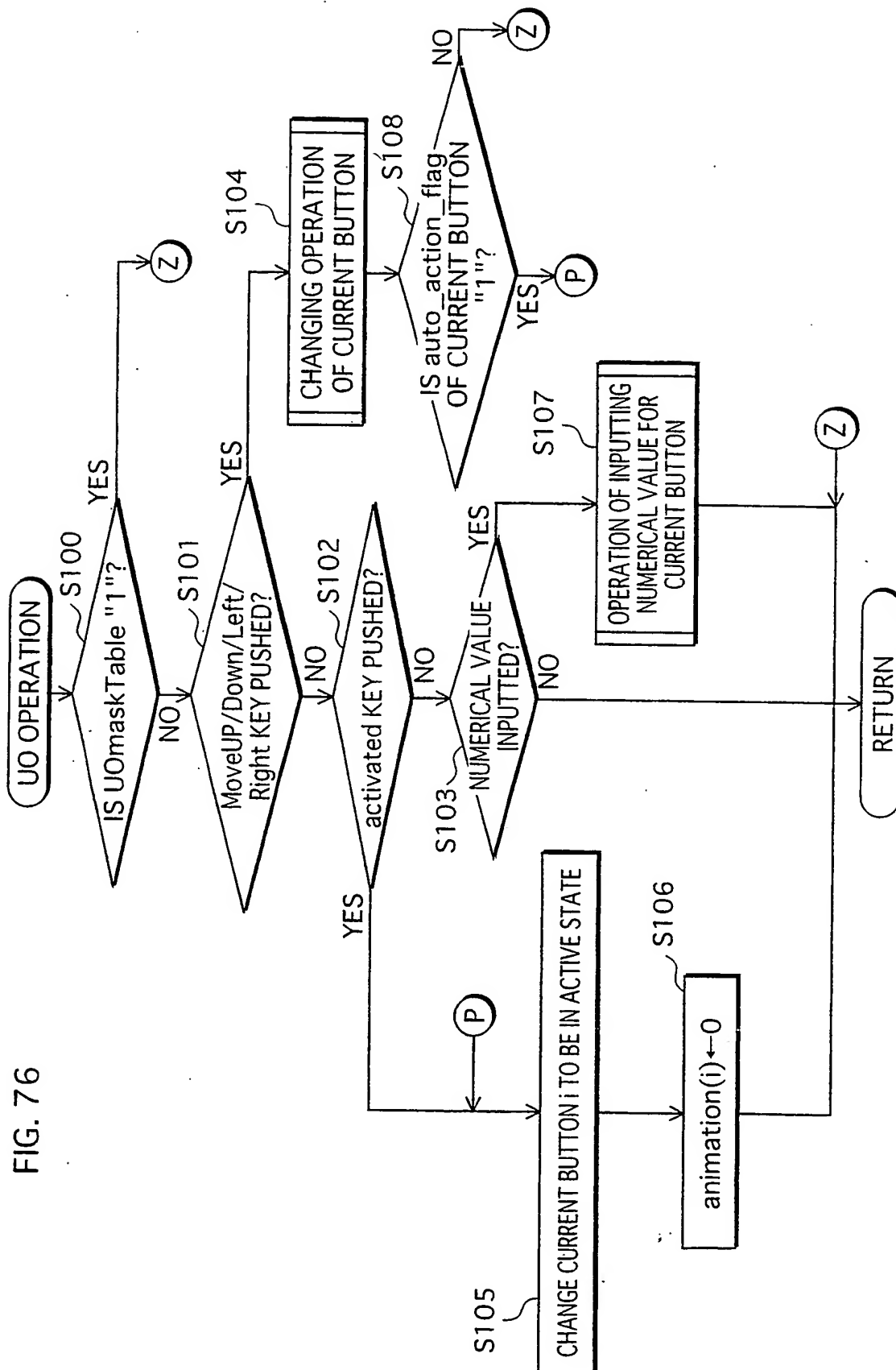


FIG.77

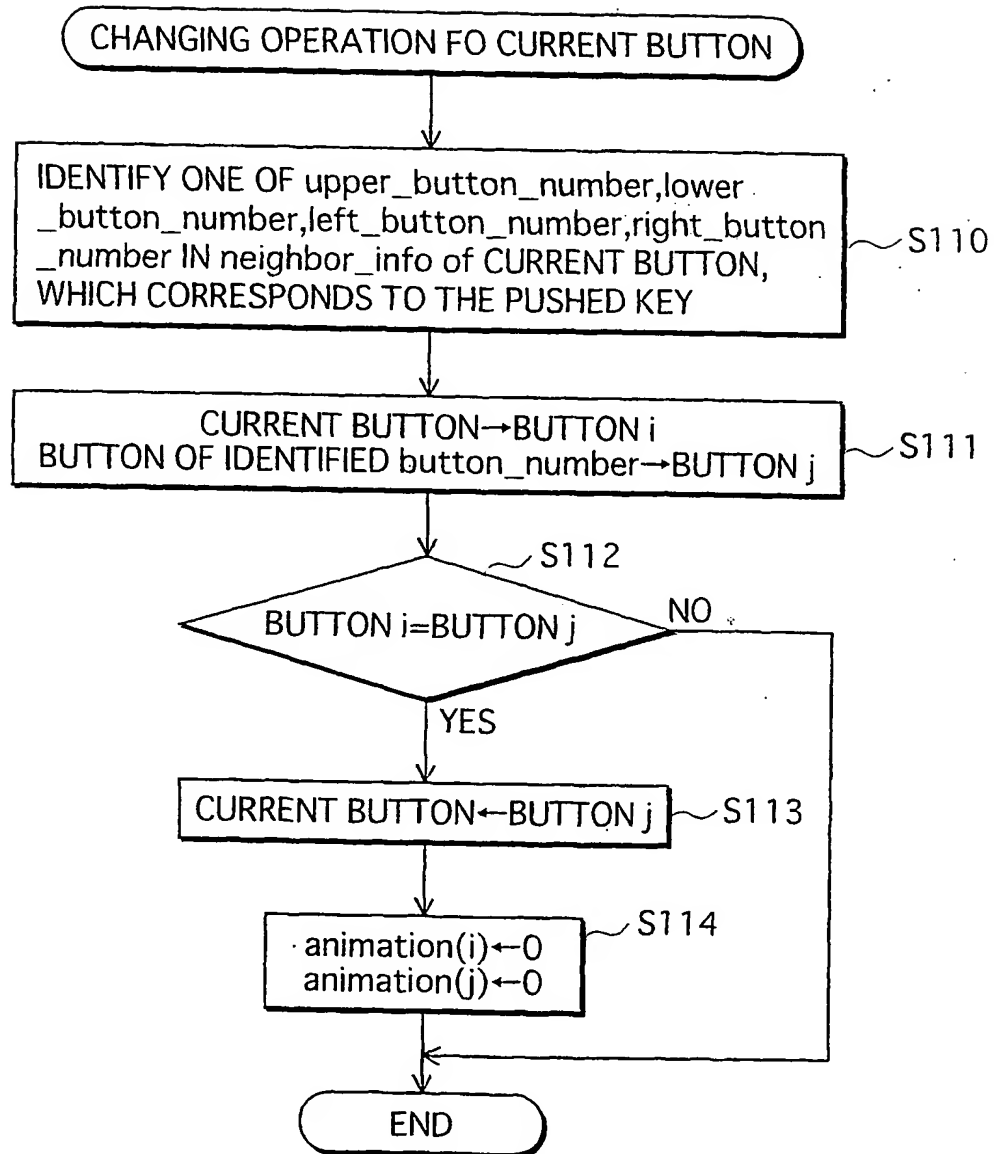


FIG. 78

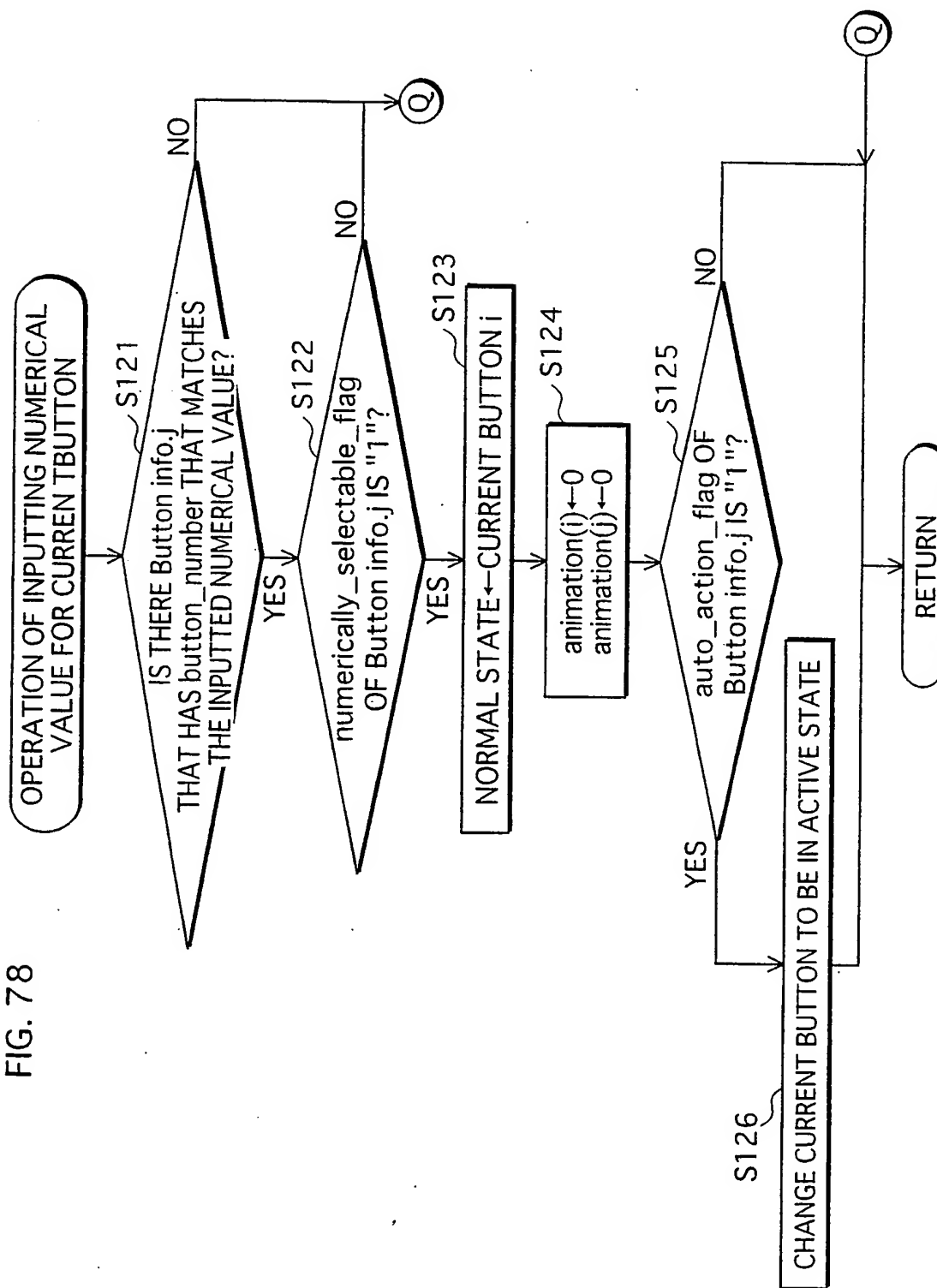


FIG. 79

